

THE OFFICIAL GUIDE TO
**MEGA
MAN**

Steven Schwartz



The complete playing guide to the three *Mega Man* games. Includes extensive playing tips, screen shots, and puzzle-busting hints. The only guide that has been officially authorized by its manufacturer, Capcom U.S.A.

Covers
versions
1, 2, 3, and
Game Boy

The
Official Guide
to
Mega Man

Steven A. Schwartz

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Finally, thanks, too, to the editorial staff at COMPUTE Books—especially Stephen Levy and Pam Plaut. Without their constant encouragement and nagging, this book wouldn't now be in your hands. Thanks also to Karen Huffman who did a thorough copy-editing job.

Steven Schwartz, January 1991

Introduction

Because of the popularity of *Mega Man*, this book goes much further than simply offering the tips and tricks necessary to complete each game. It purposely attempts to fill in the missing details about *Mega Man*, Dr. Wright and Dr. Wily, and the wars in the mining colonies.

How the Book Is Organized

Each of the games—*Mega Man*, *Mega Man 2*, *Mega Man 3*, and *Mega Man in Dr. Wily's Revenge* for the Game Boy—are actually historical simulations of the Great Mining Wars. As we know, *Mega Man* successfully defeated the super robots in each of the wars. With Capcom's release of these simulations for the Nintendo Entertainment System and the Game Boy, you now have the opportunity to re-enact these historical battles. This time, however, *you* are in control of *Mega Man*. Can you do as well as he did?

In this section of the book, you'll get a first-hand look at top-secret documents that were written before the first war. You'll meet the main characters and read detailed information about *Mega Man*'s creation, his weapon systems, and other capabilities.

When you're ready to tackle one of the simulations, this book will provide you with information concerning the war; tell you how to control *Mega Man*; explain any new abilities, items, or weapons at *Mega Man*'s disposal; and discuss the super robots that you will encounter. You'll also get a handful of super secrets—including Capcom's recommended attack order for the game stages.

Within each chapter, you'll find a separate section for each game stage. Each will step you through the enemies and obstacles you'll encounter, and take you right up to the battle with the super robot. You'll find lots of playing tips in these sections. Pay particular attention to any tip that's enclosed in a box. These tips offer some extra help that you may need to get through a scene. Screen shots and diagrams illustrate many of the tougher parts of each stage. And any

tip that mentions an enemy or special item will have a small drawing of it in the margin to show what's being discussed.

How to Use This Book

If you're just interested in beating the games, you can use this book to walk right through them. This, however, reduces the games to an exercise in eye/hand coordination. Much of the fun of any Nintendo game is trying to master it on your own. If you're like most players, you'll treat *The Official Guide to Mega Man* as a player's handbook—a handy reference to help you when you're stuck. You can also use it to see how well you've done. After completing a stage, you can leaf through that part of the book to compare your strategies against the ones provided.

Although Capcom has offered a suggested attack order for handling the super robots' empires, it's not the *only* order that will work. Feel free to experiment and try the stages in any order you like. You'll find, however, that some of the super robots cannot be beaten with Mega Man's Plasma Cannon. Just make a mental note of that fact and try to defeat them again later.

Practice is key to completing any of the stages. Even the tips and tricks you'll read here won't help unless you're willing to practice. Don't be dismayed if you don't immediately reach the super robot even in some of the simpler stages. The little robots can do an astounding amount of damage, and it's very easy to miss a critical jump and watch Mega Man fall to his doom.

The Mega Man Files

To Whom It May Concern:

The following pages contain reproductions of top-secret government documents. They provide background information on Dr. Wright and Dr. Wily, offer a brief history of the war in the mining colonies, and discuss Mega Man's origin and powers.

Please study them carefully. In order to successfully complete the simulations of the four missions before you—known as *Mega Man*, *Mega Man 2*, *Mega Man 3*, and *Mega Man in Dr. Wily's Revenge*, it is important that you have a thorough understanding of this material. Good luck to you.

Respectfully submitted,

S. Schwartz, Chairman of the Galactic Council
17 December 2055

TOP SECRET

To: K. Watson, Commander General
From: S. Smith, Ministry of Interplanetary Development
Date: 18 March 2035
Subject: Recent Developments in Robotics
Classification: Top Secret

Background

As history has taught us, human beings are too valuable to be used in dangerous undertakings such as interplanetary mining. In the last few years, advances in the field of robotics have allowed us to turn many such tasks over to robots.

Thanks to the brilliance of the esteemed professor, Dr. Xavier Wright of the Institute for Artificial Intelligence, we now have special-purpose robots and androids that function as household servants, under-sea divers, pilots, and more. The initial success of Dr. Wright's work has led him to consider new areas where robots might be effectively employed. That is the subject of this report.

Space mining was thought to be an excellent task for robots. Although our space program has been extremely successful at charting and colonizing new planets, we have made only minor progress in mining the strange and precious minerals on those planets. Because of our lack of familiarity with the alien terrain, the danger involved, and our limited manpower, very little mining has been done.

Here at the Ministry of Interplanetary Development, it is well known just how important it is to Earth's future that we quickly and efficiently harvest the minerals of each planet. If we do not do this, it is only a matter of time before other members of the Galactic Council stake their claims and beat us to the punch.

Mining Robots

To that end, Dr. Wright was commissioned earlier this year to build a group of mining androids—robots with a human-like appearance that are designed to excel at one particular mining job. So far, six have been constructed. In addition to its own native abilities, each robot also acts as a foreman or supervisor, and is capable of directing the activities of other robots that have similar duties. Information on each of these super robots follows.

Bombman

Bombman is a demolitions expert. Rather than simply carry and set explosive charges (as a human would do), Bombman is able to manufacture his own explosives out of a special plastique that Dr. Wright created. Bombman carries a virtually limitless supply of plastique at all times, located in a reservoir within his chest cavity.

Elecman

Elecman is an electric dynamo, designed to generate huge electrical charges. When fully powered, he can create enough electricity to power a city the size of Monsteropolis for 25 Earth years. Until nuclear plants can be built, Elecman will be the primary source of power for each colony that he is assigned to.

Gutsman

Gutsman is an android designed to clear away boulders and other large obstacles. Although he weighs a mere 500 pounds, he is capable of lifting boulders many times his own weight. Moving the rock the size of an average Earth home, for instance, is child's play to Gutsman.

Iceman

Iceman was built to withstand extremely cold temperatures. He has a new type of motion stabilizer installed in his foot pods which makes it possible for him to move confidently over frozen surfaces. When activated, his ice ray can reduce the temperature of any object to absolute zero—a temperature at which solid objects shatter.

Cutman

Cutman (or "Clipper head," as he's sometimes known) will be very useful in heavily overgrown areas. His ability to throw scissor-like clippers allows him to act as an android machete and quickly hack his way through jungle areas, for example.

Fireman

Fireman is a master of flames, of course. More sophisticated than the other super robots, he is capable of generating three different ranges of heat—depending on the needs of the task at hand. His power is the fireball, which he uses adroitly to burn anything that stands in the mining crew's way, including brush, trees, and even rocks!

Final Note

There are two other items to report at this time. First, Dr. Wright has been working on another android which he has named Mega Man.

Other than telling us that it will have extraordinary abilities, he has been reluctant to go into detail. He says we'll be pleasantly surprised by what Mega Man can do and will give us a complete report at a later date.

Second, Dr. Wright's assistant—Dr. Jerome Wily—has been acting very strange lately. As you know, he was involved in a chemical explosion in his basement laboratory. Although it has been months since his release from the hospital, Dr. Wright says that Dr. Wily frequently talks to himself and giggles for no apparent reason. Because of the sensitivity of Dr. Wright's projects, Dr. Wily bears close watching. If his condition does not improve soon, we recommend that he be terminated from the Institute staff.

TOP SECRET

To: K. Watson, Commander General
From: S. Schwartz, Ministry of Interplanetary Defense
Date: 02 April 2035
Subject: Declaration of War!
Classification: Top Secret

It is a sad state of affairs, but Dr. Jerome Wily, formerly of the Institute for Artificial Intelligence, has declared war in the mining colonies. Using his position as Dr. Wright's assistant as a cover, he secretly reprogrammed the mining androids to act as weapons of destruction. They now obey only Wily's commands.

To date, his robots have conquered the city of Monsteropolis and he has evicted all humans from the surrounding area. All mining activities have ceased and he is preparing for war.

Our intelligence reports show that he has positioned a different robot in each sector of Monsteropolis. As you will recall from S. Smith's memo of 18 March, these super androids also command an army of lesser, although powerful, robots.

Even though the risks to the human population and to our mining efforts is very great, it is has been our policy for the past dozen years never to send humans into battle. Our options at this time, however, are few and leave us little choice in the matter. I will do some further checking. Perhaps the mysterious Mega Man project can somehow be of use.

TOP SECRET

To: K. Watson, Commander General
From: G. Howell, Institute for Artificial Intelligence
Date: 05 April 2035
Subject: Mega Man Project
Classification: Top Secret—For Your Eyes Only

I have recently consulted with Dr. Wright on the matter of the war in the colonies, and he believes he has a solution. The Mega Man project has been completed. Mega Man, a new super android, was originally intended to serve as the overseer of the mining operation. Dr. Wily has changed him into the ultimate fighting machine—one that can easily remedy our problems in the colonies.

On your command, Mega Man will be sent to Monsteropolis to do battle with the super robots. Details on his construction and abilities are presented below:

Outer Skeleton

Mega Man's frame is covered with a new Titanium alloy that Dr. Wright invented. It is extremely resilient and capable of withstanding vigorous enemy attacks while sustaining only minimal damage. In addition to its superb protective qualities, the Titanium alloy is a "breathable" material, much like human skin. Weapon and energy capsules—from which he obtains his power—are absorbed directly through this material. Humans must eat food through their mouths to derive energy. The absorptive properties of his body armor make this unnecessary. For Mega Man, to touch an object is to consume it. Although Mega Man does have a mouth, it is strictly for looks at the

present time. He currently does not speak, but the capability can be added later, if we desire.

Artificial Intelligence and Creative Thinking

An on-board computer with one million gigabytes of storage and five thousand gigabytes of dynamic RAM allow Mega Man to be completely self-sufficient. The artificial intelligence program that guides him is the most massive program of this type in existence. Other than his lack of emotions, he is every bit the equal of a thinking human being.

Of course, Mega Man is *superior* to humans in many ways—both mentally and physically. His decisions are guided by pure logic and are made instantaneously. There is never doubt as to the correct action in any situation.

Optical Sensors

As humans have eyes, advanced robots are equipped with optical sensors. Mega Man has a pair of infrared sensors. Infrareds were selected, rather than the more common optical sensors, because they are heat-sensitive. Since the robots Mega Man will be fighting all give off heat, these sensors will allow him to locate enemies in total darkness, as well as in daylight. The effective range of the sensors is approximately 1.53 miles. Since none of Mega Man's weapons can fire beyond this range, this should be sufficient.

End Effectors and Plasma Cannon

Mega Man has two arms (most industrial robots have only one) and two hands—called *end effectors* in the robot world. His left end effector is permanent, and he uses it to detach his right end effector and clamp on other weapons. What he normally uses for a right hand is his Plasma Cannon, which he deploys with sizzling accuracy to blast through walls of steel, rumbling electric turbines, and the body plates of attacking enemy robots. As the Plasma shots leave the cannon, they are super-heated to give them greater penetrating power. Mega Man is capable of generating all the Plasma shots he can possibly use, but there is a small delay between rounds while he creates

new shots. Generally, he can fire up to three shots, but must then wait approximately 0.932 seconds before firing again.

Other Weapons

Mega Man's WCS (Weapon Copy System) allows him to add to his weapons arsenal. Whenever he defeats a super robot, Mega Man instantly analyzes the robot's weaponry and then duplicates it. From that point on, Mega Man can exchange his Plasma Cannon for the other weapon whenever he sees fit to do so. Unlike his native Plasma Cannon (also referred to as his normal gun), copied weapons must be supplied with a continuous stream of energy. The source of this energy is strictly from weapon capsules. If a weapon has been depleted and Mega Man cannot find a weapon capsule nearby, that weapon will cease to function.

Movement, Energy Replenishment, and Repairs

Worker robots usually have between two and eight ways that they can move. These are referred to as *degrees of freedom*. Mega Man has 360 degrees of freedom. He can move in every possible direction. He can jump, twist, run, and crouch. Other movements can be added as needed.

Little electrical servo-motors in Mega Man's joints insure that all his movements are precise and stable. Flexible cables control his moving parts, and a network of springs absorbs the heavy shocks he's capable of taking—when bounced off a wall by an exploding bomb, for instance. Mega Man is self-healing and self-replicating, too. When he's hurt, he simply absorbs an energy capsule or a reserve energy tank. If he's completely destroyed, he can grab an Extra Life capsule with his most operational end effector and immediately get back to the fight.

In the unfortunate event that neither energy capsules, energy tanks, or Extra Life capsules are available, Mega Man must be returned to the Institute for Artificial Intelligence. Only Dr. Wright is capable of performing major repairs.

Mega Man



Introduction

Mega Man is a re-creation of the First Great Mining War in the year 2035. Refer to documents in “The Mega Man Files” at the beginning of this book for the historical background.

How the Game Is Played

In *Mega Man*, there are seven stages of play. In the first six, you can choose to tackle the super robots’ realms in any order that you like. Whenever one of them is destroyed, Mega Man gains the use of that robot’s special power. Once they’ve all been defeated, you’ll be allowed to try Dr. Wily’s stage.



From this screen, you choose which super robot’s empire you want to enter next. Whenever you conquer one, the robot’s square turns dark.

Mega Man is *not* an exploration game. Within each stage, every scene has only one forward exit—up, down, or to the right—and it’s always obvious which direction you must go. You should note, however, that it’s also possible to go backwards and reenter scenes that you’ve already passed. This is sometimes a very useful strategy because it may allow you to get to a power-up that you couldn’t otherwise reach. And although there’s little point in doing so, you can replay entire *stages*, if you wish.

Mega Man's Powers

You can make Mega Man move left or right, and climb up or down—just by pressing the appropriate direction on the control pad. The A button makes him jump. Pressed by itself, he jumps straight up. Pressing A in combination with left or right on the control pad makes him jump in that direction.

The B button is used to fire Mega Man's Plasma Cannon (P). If he's using one of the super robots' special powers instead of the gun, the button activates that power.

Pausing the Game

There are two ways to pause the game. You can press the Select button, which freezes all the action, or you can press the Start button to go to the Weapon Select screen. In either case, everything stops while you decide what you want to do next—or perhaps take a break for dinner.

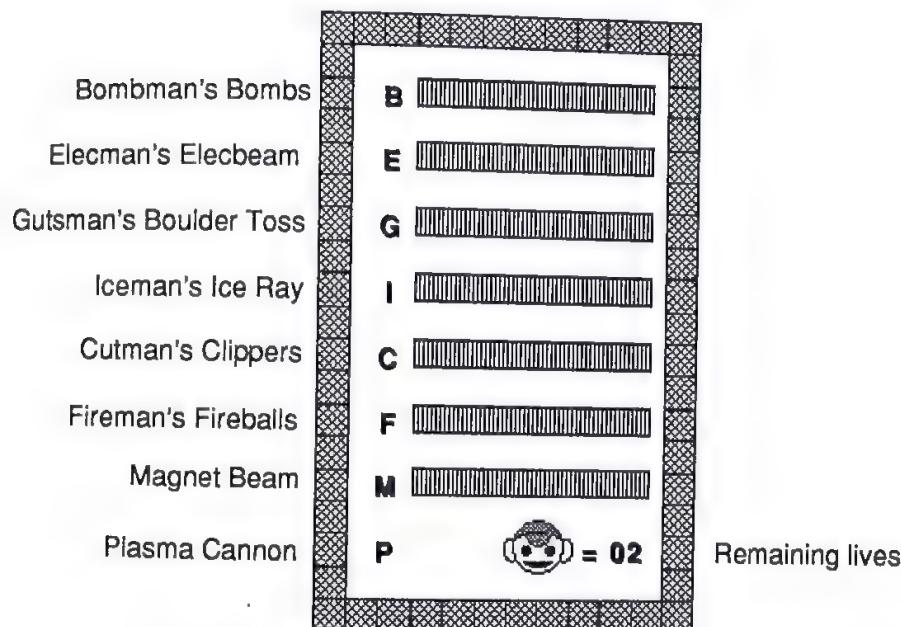
Weapons Handling

The Plasma Cannon. Mega Man is equipped with a pellet-firing gun that has unlimited ammunition. Up to three shots can be on-screen at one time. Some enemies, however, aren't particularly susceptible to the gun, either because they're too small to be hit (the shots fly over their heads) or their hides are too heavily reinforced. Sometimes Mega Man needs a weapon with a little more punch.

Adding and using new weapons. You add new weapons to Mega Man's arsenal by defeating the super robots at the end of each of the game's six stages. Whenever you finish a stage, the super robot's weapon becomes yours to use whenever you like. All you have to do is go to the Weapons Select screen by pressing Start, select the weapon with the control pad, and press Start again. Although the weapons are most useful when fighting other super robots, you'll find that they're also very handy in normal combat.

Each weapon has its own power meter that appears both in the Weapon Select screen and on the normal playing screen, alongside Mega Man's meter. When the meter runs out, the weapon simply stops working. Because Mega Man doesn't automatically switch back to the Plasma Cannon, you'll have to keep an eye on the weapon's power meter and quickly go to the Weapon Select screen if it runs out.

Weapon Select Screen



Whenever you like, you can go to the Weapon Select screen by pressing the Start button on your controller. To choose a weapon or item, select it with the control pad (it will flash when it's selected) and then press Start again.

Recharging weapons. Whenever you use a special weapon, its energy meter decreases. As you play, you'll find many weapon capsules—both by simply finding them and defeating enemies. Whenever you touch one, the *current* weapon or item in use is automatically recharged, not *all* weapons. To take advantage of the capsules, use the following technique. Just before grabbing a capsule, pause the game and select the weapon that you wish to recharge. Then resume play and touch the capsule. Finally, to avoid wasting the weapon's energy accidentally, pause the game again and choose Mega Man's Plasma Cannon.

Fast weapon recharge. Some areas will have weak enemies that attack in a simple pattern. If any of your weapons or items need to be recharged, stick around until you can collect the necessary weapon capsules. Since there's no time limit or time bonus, stay as long as needed. (*Note: All weapons are completely recharged whenever you finish a stage.*)

Capsule Types



Two kinds of power-up capsules can be found in the game. *Energy capsules* increase Mega Man's energy. Energy capsules come in two sizes—small and large—and always stand on end. The larger the capsule, the more energy it contains. Once Mega Man's power meter is filled, however, additional capsules that you capture—by touching them—are ignored.



Weapon capsules increase the energy meter for the currently selected weapon. If Mega Man is holding the Plasma Cannon when he touches a weapon capsule, it has no effect. If he is using one of the super robot's weapons or the Magnet Beam, that weapon or item's power meter gets a boost. Like energy capsules, weapons capsules come in large and small sizes, and impart a corresponding amount of energy. A weapon capsule always lies on its side.

Both capsule types can be found lying on the ground in the game. Some enemies will also drop them when they're defeated. Since the particular power-up dropped by an enemy is determined at random, you may find it advantageous to defeat some of the easier enemies over and over again in the hope of recharging your depleted personal or weapons energy.

If you don't grab them quickly, any capsule left behind by a defeated enemy will eventually disappear. Be sure to snatch up the ones you need.

Bonus Pellets

The small round pellets left behind by some defeated enemies are bonus objects, and points are awarded at the end of each stage by multiplying the number of pellets captured by 1,000 points. Although the pellets may change colors—depending on what weapon Mega Man is carrying and the enemies he's currently facing, all bonus pellets are the same. Pellets are only found after defeating an enemy, but not all enemies will leave a pellet.

More Power-up and Special Item Information

1 Ups. There are two other types of power-ups that you'll occasionally encounter. One is the *1 Up* (a Mega Man head), and it adds an additional life to your remaining supply. You can go to the Weapon Select screen whenever you want to see how many lives you have in reserve. You'll find 1 Ups stashed in hard-to-reach spots in some stages, and defeated enemies will sometimes drop them.



1 Up

The Yashichi. The *Yashichi* is a special purpose, one-time-only power-up. In addition to adding 100,000 points to your score, it completely recharges all of Mega Man's weapons. However, there's only one Yashichi in the game, and it takes fancy footwork to get it.



Yashichi

Magnet Beam. Although not a power-up, the *Magnet Beam* adds a special power to Mega Man's weapons roster: the ability to create magnetic steps in mid-air that you can walk across to reach out of the way objects or jump on to get over high obstacles. Once you find the Magnet Beam, it takes a permanent position in the Weapon Select panel and can be used as often as you like.



Magnet Beam

Power-up Permanence. Power-ups that you find lying around in a scene will be there *every time you play the stage*. The ones won by defeating enemies, however, are random. Just because you got a 1 Up for destroying a particular Spine doesn't mean that you'll *ever* get the same power-up from that Spine again.

The Super Robots

When you reach a super robot's lair, a steel door will slam shut, sealing off the room in preparation for battle. To attack the robots, you can use Mega Man's Plasma Cannon or any of the weapons that you have captured from the other super robots. (See "Adding and using new weapons," page 4, for instructions on selecting a weapon.) If you defeat the robot, bonus points are awarded and you'll return to the game's main menu to choose the next stage. If Mega Man is destroyed during the battle but still has one or more lives left, you will be allowed to challenge the super robot again.



Cutman: Designed to function as a lumberjack. His weapon is a powerful saw-toothed Clipper.



Gutsman: A bulldozing character capable of lifting and tossing special boulders. He has no weapon, so he uses boulders for this purpose.



Iceman: His empire is a land of ice and snow. He has a Freeze Ray that is capable of stopping many enemies cold in their tracks.



Bombman: A demolitions expert designed to help clear obstacles. Now you're one of the things in his way!



Fireman: A real hothead with a built-in flamethrower. Be careful where you step in his realm. It's easy to get burned!



Elecman: A guy with an electrifying character. His Elecbeam is one of the most powerful and useful weapons you can win.

Lives and Continues

Mega Man starts the game with three lives. Whenever you lose a life, you must start the stage over. However, if you've made it past the midway point in the stage, you'll get to restart from that spot instead. If you die during a battle with a super robot, you'll restart at the point just before you enter his lair. When all three lives are lost, you can either replay the current stage from the beginning, choose a different stage, or quit.

Continues from within Dr. Wily's stage occur from *many* strategic points, rather than just at the start, the mid-point, and Dr. Wily's hideout. Once you've played past a particular point, you'll never have to start further back—even if you lose all of your lives.

General Playing Tips

Rapid fire. If you have a controller that offers it, set the B button for rapid fire. It'll save wear and tear on your button-pressing finger, and make it simpler to defeat most enemies without getting hurt yourself. (When using any of the special weapons won from the super robots, be careful not to use up all your weapon energy. For some of these weapons, it may be a good idea to turn rapid fire off.)

Temporary invincibility. Any time Mega Man is hit, he gains temporary invincibility. As long as he continues to blink, he can't be hurt. You can use this to run past some enemies.

Instant death. Enemy attacks only decrease Mega Man's power meter. There are two things, however, that can kill him instantly: touching a spike or falling off a ledge.

Directional jumping. Just as you can control the direction in which Mega Man moves, you can also control the direction in which he jumps. To jump left or right, press that direction on the control pad as you hit the B button. To jump straight up, press B by itself. You should note that you can *shoot* as you jump, too.

It's pointless. Yes, there are points given for each enemy that you defeat, and bonuses are chalked up at the end of each round. But you aren't playing for points. The object of the game is to reach and beat Dr. Wily. No extra powers or lives are awarded based on score. The smartest approach to many scenes then is to do whatever is necessary to avoid damage—including running away.

Where you shoot is important, too. Not every enemy carries a power-up, but if you want to take advantage of the ones that do, be careful to shoot the enemy over something solid. If an enemy is over a ledge or a ladder that goes to the previous scene, the power-up left behind will disappear off-screen.

Ladders. Mega Man can fire his gun while climbing. Just turn him in the appropriate direction and press B, as usual. To get down a ladder quickly, press A, Select, or Start. Mega Man will fall like he has concrete blocks attached to his feet.

Super Secrets

Pause technique. Unlike *Mega Man 2* and *3*, *Mega Man* has a "Pause" feature. You can use Pause to great advantage while firing. For instance, Iceman can be destroyed with a single shot. To do this, fire one Elecbeam (Elecman's weapon), then quickly press the Select button, causing the game to pause. Then press Select again to resume play. The beam will still be active. As soon as it strikes Iceman, pause the game again, resume, and then pause. The beam will stay active throughout, striking Iceman again each time you resume.

Super robot scoring. Each of the six super robots is worth between 50,000 and 100,000 points. The value of each, however, isn't based on the difficulty of the stage, but rather the order in which they are tackled. The first stage is always worth 50,000 points, the second is worth 90,000 points, and the third is worth 100,000 points. Then the scoring pattern repeats again for the fourth through sixth stages.



Magnet Beam

Magnet Beam. There's a secret weapon called the Magnet Beam hidden in the Elecman stage. To reach it, you must have already beaten Gutsman. You'll need the beam to finish the game. Note that the longer you press B, the longer the Magnet Beam. There's also a time limit for it.

Boulder Smashing. Gutsman's ability allows you to pick up and toss special boulders scattered throughout the game. If you don't have this ability yet, Elecman's Elecbeam can also be used to smash obstructing rocks.

Iceman's Freeze Ray. Iceman's weapon can be used to freeze some of the enemies. You can use it to freeze Big Eye, for example, and then shoot him with the Plasma Cannon.

Order of Attack. According to Capcom, the best order of attack for the super robots is Cutman, Gutsman, Elecman, Iceman, Fireman, and Bombman. Although the stages can be tackled in any order, this approach is recommended. It assures you of having the best weapon for fighting each super robot.

Cutman Stage

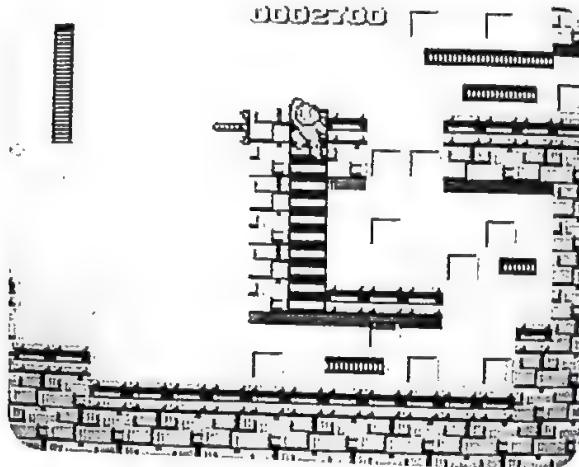


Blader



Beak

- Shoot the Bladers quickly, if you can. If you wait too long, they'll swoop down onto you. (If you practice, you'll find that you can also hop over each one of them without getting hit.)
- The early part of this stage is filled with Beaks. Notice that they fire in patterns, like many of the other enemies you'll meet. To destroy one that you can't avoid, match its height (by climbing a ladder or jumping) and fire a quick burst just as its shell pops open.



Did you know that Mega Man's gun shoots through walls? You can easily pick off the Beak to the left this way.



Flea

- At the top of the building and again later in this stage, several Cutman-style Clippers will pop out at you. Just keep moving to the right, and they won't touch you. (You can't destroy them, anyhow.)
- Fleas aren't much of a threat, but they're still worth 300 points apiece.

- The Cutman stage is teeming with Octopus Batteries. Each one slides either horizontally or vertically. Watch their movements, and jump past or shoot them when the time is right.



Octopus
Battery

- Be sure to pick up the energy capsule before moving on.

- Although it's possible to destroy the Big Eye (even with the Plasma Cannon), don't bet your life on it. It's smarter to run away as quickly as you can. If you want to attack, do it after you're past Big Eye. The ledge on the far right is a good vantage point. If Big Eye gets too close, duck inside the doorway.



Big Eye

- Just before you reach Cutman, you must walk through a short hallway where you'll find three Screw Bombers. To avoid damage, shoot them from a distance before they start firing. (You'll have to leap high to hit the second one.)



Screw
Bomber

- Cutman is easy to beat if you get in the right position. Get Cutman to trade places with you, and you can destroy him by repeatedly leaping and firing.



Cutman

- **Cutman's weapon:** Clipper weapon. Only one can be onscreen at a time.

Gutsman Stage

- Mega Man starts in the perfect position to attack the first Met. After the Met fires, jump straight up and pump off a few shots at it. After destroying it, leap onto the platform that the second Met is on, shoot it, and jump back down before the return fire hits you. After the shots have passed, jump up to the next platform (the one beneath the third Met) and shoot it by leaping straight up again. *(Note: A Met can be hit only when its hat is raised.)*
- It takes an excellent eye and a steady hand to get past the three drop platforms. Make it easy on yourself, and skip the second platform completely. If you ride back and forth on the top platform, you'll eventually see a jump that you can make from the right-hand side that will deposit Mega Man directly onto the third platform. (If you just drop straight off the right end of the top platform, Mega Man will usually land on the third platform.)
- Green Bladers appear in several spots in this stage. Depending on how good a shot you are, you can use the Plasma Cannon, use Cutman's weapon, or just run for it!



Met



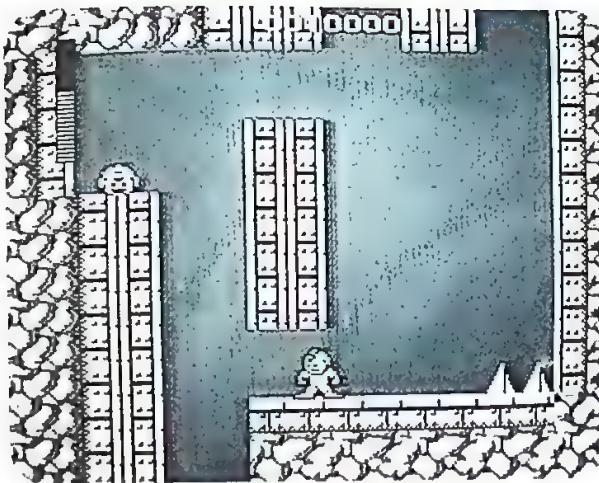
Blader

As you're riding the top drop platform, don't get too close to either edge. Whenever the platform bumps into the cog at either end, Mega Man's position shifts slightly. If he's already on the edge, he'll go into free fall.



Picket Man

- Use rapid fire with Mega Man's Plasma Cannon on the Picket Men. You'll usually take a hit from each one, unless you quickly change Mega Man's position after you fire. Picket Man can't be hit from the front when his shield is in place.
- If you choose a different attack order than the one suggested in the Introduction, you'll find that Fireman's Fireballs are deadly to the Picket Men!



Here's a 1 Up that's more than a bit out of reach. Too bad you don't have the Magnet Beam yet.

- Here's another Big Eye! Since Cutman's weapon doesn't seem to hurt it much, try to leap over and get away.
- The tunnel leading to Gutsman is swarming with Mets. Approach them slowly and use rapid fire to eliminate them.
- Use Cutman's Clipper weapon and the Pause technique to defeat Gutsman. The faster you Pause and un-Pause, the more hits you'll get with each toss.
- **Gutsman's weapon:** Ability to lift and toss special boulders. Only one boulder can be handled at a time.



Big Eye



Met



Gutsman

Elecman Stage



Spine

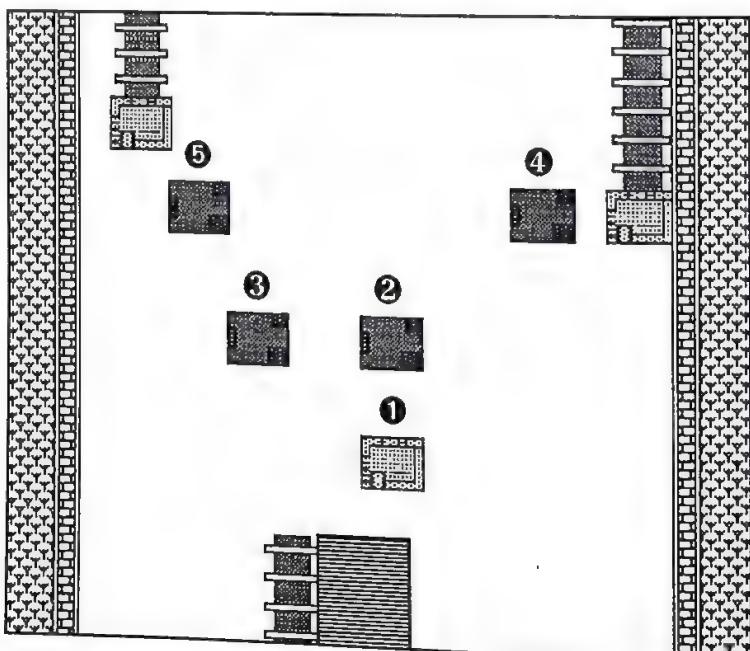
- There are lots of Spines at the beginning of this stage. You can temporarily freeze them with the Plasma Cannon or destroy them with Cutman's weapon.



Watcher

- To get the energy capsule on the right, you'll have to drop down from the screen above.
- The pairs of blue dots you'll see throughout this stage are electrodes. And where there are electrodes, there's usually electricity!
- You can shoot the Watchers with the Plasma Cannon, but Cutman's Clipper weapon is capable of destroying several with each toss.

Elecman Block Hop



You have two choices here. Take 1, 2, 4 to exit to the right (the easy way out of the next screen). Take 1, 2, 3, 5 to exit to the left, and you'll find three weapon capsules. No matter which route you choose, don't miss the last jump. It's a long way down!

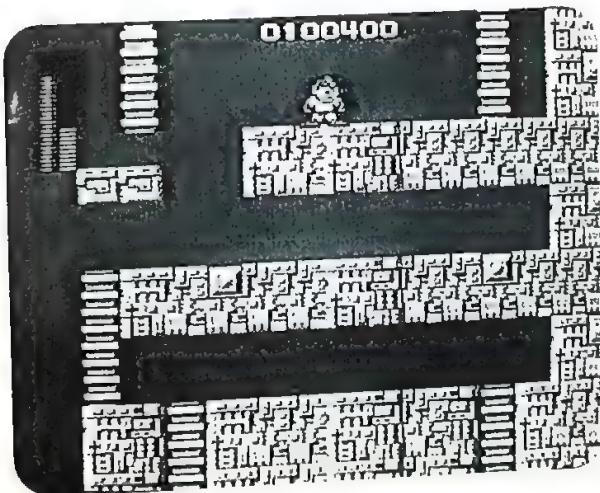


A quick hop down and to the left will net you a big energy capsule, but it will make the jump to the next block more difficult—maybe impossible.

- Use Gutsman's power to clear away the rocks that block Mega Man's way to the Magnet Beam.



Magnet Beam



Choices, choices...which way to go? To the left are Spines; to the right are electrodes. Take your pick. (Although you can make it to the top by either route, the one to the right will take some ingenuity.)

Mega Man



Big Eye

- If you time it right, you can run under Big Eye during one of its hops.
- The vertical shaft that leads to Elecman is lined with electrodes. Use the same technique that you used to get by them earlier—climb up to each one, stop, wait for it to fire, and promptly climb past. Keep your distance, though. If you get too close, you'll get zapped!
- You can use Cutman's weapon to defeat Elecman. The Pause technique helps.



Elecman

- **Elecman's weapon:** Four-way electric ray (Elecbeam). Only one beam can be onscreen at a time.

Iceman Stage

- Watch your footing in this stage. Everything is covered by ice, so it's easy to slide into enemies—and off cliffs.
- At the beginning of the level, jump and shoot each Crazy Razy in the head to destroy it with one shot. Otherwise, their bodies and heads will separate, and they'll make double trouble for Mega Man.
- The Spines are too low to shoot with your Plasma Cannon, and you have Pengs to deal with, too. Jump forward as a Spine approaches you, and snap off a shot at the Peng. (If you want to make it through completely unscathed, use Elecman's beam as your weapon instead.)



Crazy Razy

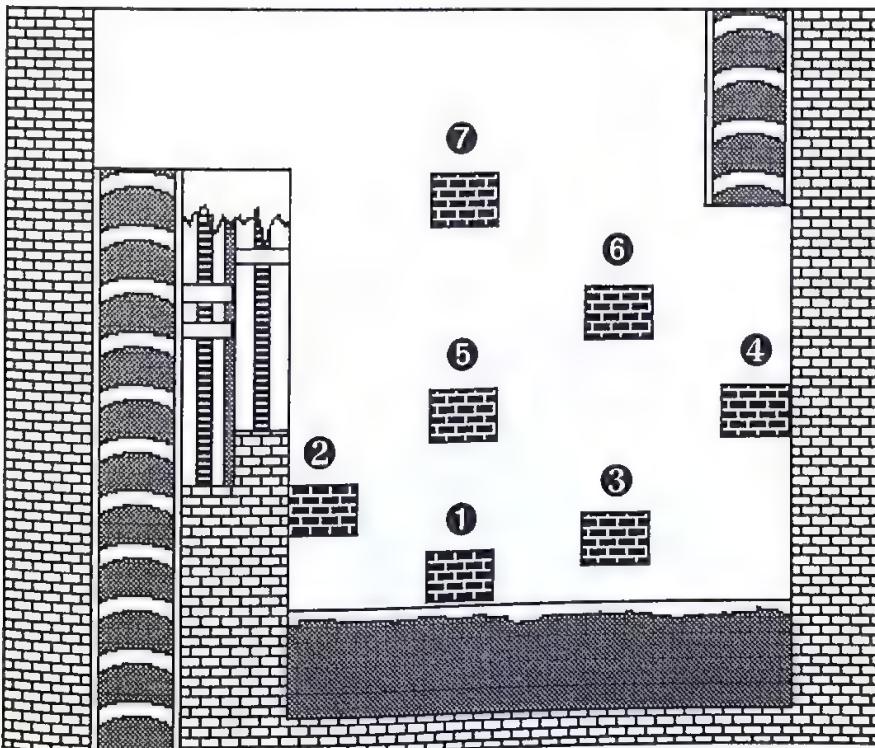


Spine



Peng

Iceman — First Block Hop



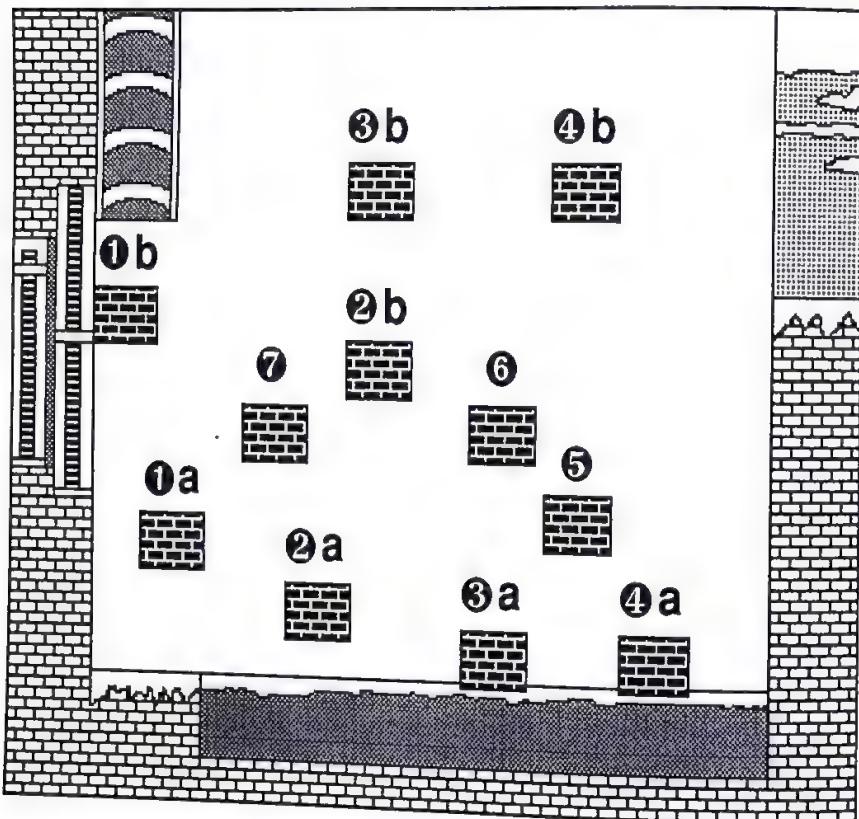
Take the blocks in the order they appear, but skip block 5. When block 4 starts to disappear, jump up to where block 6 will be.



Spine

- In the second block hop, if you reach the far right side underwater, the Spine will move offscreen and disappear forever. Once this happens, you'll have all the time you need to make the necessary leaps.

Iceman — Second Block Hop



Because there are so many blocks, the second block hop is more confusing than the first. Blocks 1 through 4 appear in pairs and are labeled "a" and "b." Use the blocks in the following order to get to the top: 4a, 5, 6, 7, 2b, 3b, and 4b. The timing on your jumps to 2b and 3b must be perfect.

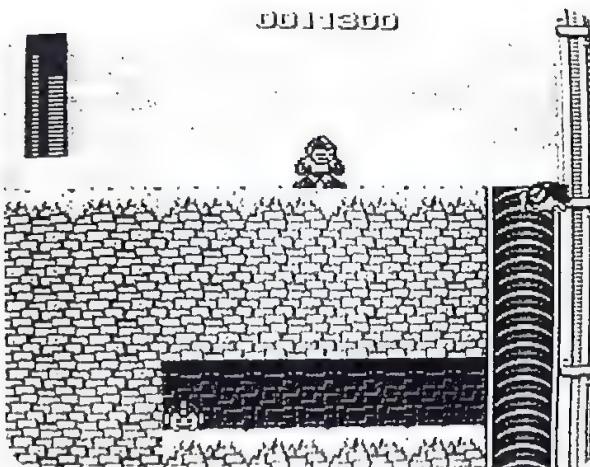


Foot Holder

- You can't defeat the Foot Holders, but then you wouldn't want to. Leap from one to the next to continue in the stage. Watch out for their shots because it's easy to get knocked off. After you make it to the first brick column, you'll have Pengs to contend with, too.



Peng



Here's a 1 Up to help make up for the lives you probably lost with the Foot Holders. To get it, pull hard to the left as you fall down the chute. When you come back out, pull hard to the left again for some power-ups.

- Move slowly through the tunnel leading to Iceman and have your gun ready. If you walk too fast, the Pengs will bump into you.
- You can use Elecman's power to defeat Iceman. (Using the Pause technique, you can do this with one shot.)
- **Iceman's weapon:** Freeze ray. In addition to stopping most enemies cold in their tracks, it can be used to freeze shafts of fire. Several shots can be active at the same time.



Peng



Iceman

Fireman Stage



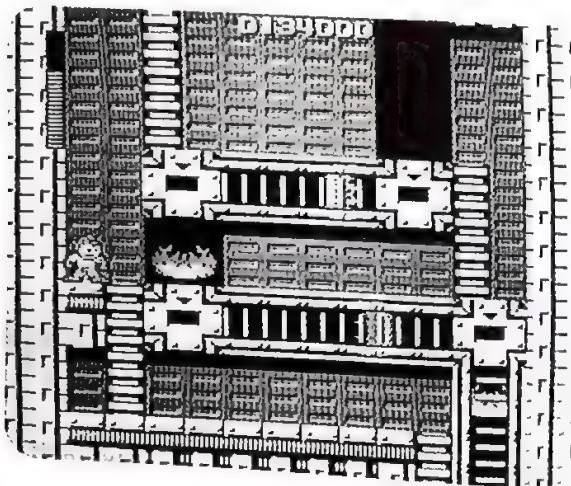
Screw
Bomber

Shoot the first three Screw Bombers while standing on the ladders. You'll find that you can pick them off while keeping Mega Man's head low enough to avoid being hit. If you don't want to get shot by the next two, switch to Elecman's weapon.



Tackle
Fire

- The biggest threat that the Tackle Fire creatures pose is that they'll knock you off a ledge into the drink. If you decide to hang around for them, you'll find that they're a good source of power-ups.
- Watch for three energy capsules sitting on a ledge. After taking them, if Mega Man still isn't fully recharged, go down to the next screen and then return. The energy capsules will be back again!



Although you may be able to outrun these waves of fire, you can also use the Magnet Beam from this spot to move safely around them.

- Stay a safe distance from the Killer Bullets. They explode when they're touched or when you shoot them. If you're too close when they go off, the concussion can hurt you.
- If you don't want to show off your leaping skills, use Iceman's weapon to freeze the last two columns of fire and hop on past.
- To defeat Fireman, use Iceman's power and the Pause technique.
- **Fireman's weapon:** Fireball and destructive Fire Shield. Two Fireballs can be active at the same time.



Killer
Bullet



Fireman

Bombman Stage

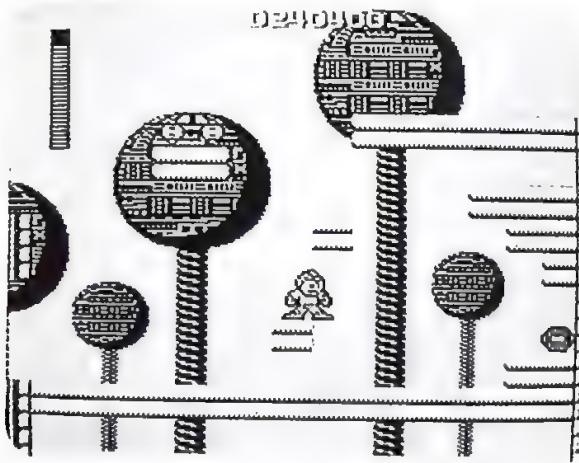


Bombomb

Don't waste your time or weapons trying to destroy the Bombombs.

You can avoid their explosive pellets if you move carefully.

Just squeeze your body tight against the upper tier, and the Bombomb to the right will miss you. Then hop over the top before the Bombomb behind you can fire.



Don't miss the two energy capsules and the big weapon power-up here. After facing the Bombombs, you'll probably need them. (If you move far enough back to the left after getting the weapon capsule, another one will appear to take its place! Use this trick to bring all your weapons up to full power.)



Beak



Sniper Joe

- Even if you take a beating from the Beaks, the energy capsule that you'll find should make up for the damage.
- Sniper Joe doesn't respond to the same attacks as Picket Man—even though the two of them look very similar. Try an Elecbeam.

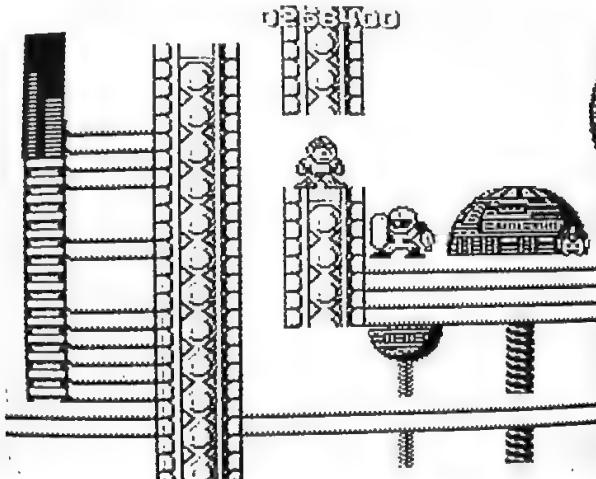
- The combination of Spines and Killer Bullets isn't too bad—not if you get rid of the Spines first. Use Elecman's or Cutman's weapon.
- Climb fast, or a Killer Bullet might knock you off the ladder onto the deadly spikes below.



Spine



Killer Bullet



Pick up an extra life the easy way. Stand on the edge of this ledge, and use Elecman's beam to rain destruction down on the head of Sniper Joe.

- To defeat the last Sniper Joe, move up slowly, and—using the Plasma Cannon—jump and fire, jump and fire.
- Fireballs are effective against Bombman.
- **Bombman's weapon:** Bombs. Although very destructive, Bombs are slow to explode, making them useless against most enemies.



Sniper Joe



Bombman

Dr. Wily Stage

After defeating all six super robots and acquiring their weapons, you'll have a chance to fight Dr. Wily himself—but not until you've beaten the robots all over again in *this* stage! If you didn't find or get the Magnet Beam in Elecman's stage, go back and get it now.



Big Eye

- The three Big Eyes at the beginning of the stage can be destroyed, but doing so is more trouble than it's worth. Instead, use Iceman's Ray to freeze them high in midhop and run under them.

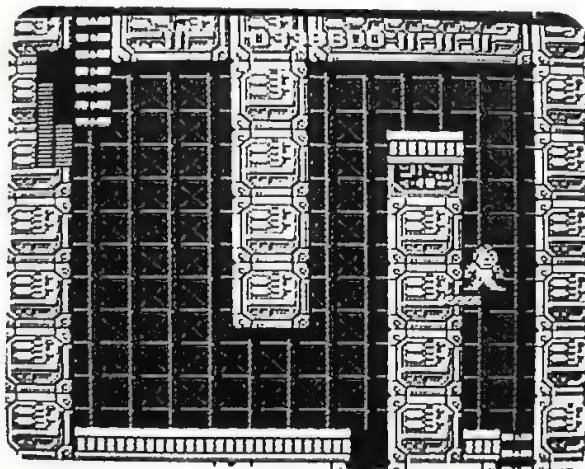


Flea



Foot Holder

- What now? If you can't figure out what to do next, maybe you should try Gutsman's power.
- If you time your Freeze Ray shots right, you can freeze each of the fire columns and use them to help you get from ledge to ledge.
- Toss an Elecbeam to protect yourself from the Fleas.
- Moving from one Foot Holder to another is still a matter of timing. As before, any fall is deadly.



You'll need a highly charged Magnet Beam to get past this screen. If you're short on power, drop down into the previous screen a few times and collect the weapon capsules.

- To destroy Cyclops, use Elecman's weapon and the Pause technique. You'll have to get your feet in gear to dodge his flying parts.
- If you're a sharpshooter, the standard gun may get you past the mean green Bladers. If not, try Fireman's Fireballs or the Elecbeam. Don't move too fast, though, or they'll knock you from your perch. Next, you'll take on Cutman and Fireman. Lose a life anywhere along the line, and you'll return here.
- After beating the Bladers, you'll get a shot at several sets of power-ups. Step and jump carefully. Each set is protected by a false floor.
- Here's Cutman! Use Fireballs, Cutman Clippers, or the Plasma Cannon against him.
- Use Elecman's rays to destroy the Screw Bombers beneath Mega Man. It's the only weapon that will fire low enough to hit them.
- Elecman is still a sucker for Cutman's weapon. If you have any trouble with him, use the Pause technique, too.
- After using Elecman's weapon to get rid of the pesky Octopus Batteries, use the Magnet Beam to make a stairway to the 1 Up. You can never have too many!
- Elecman's ray will serve you well right up to the scene with Mega Man's double. Use it on him, too, along with the Pause technique.
- Ignore the Octopus Batteries and Screw Bombers. Just move past as fast as you can. When the green tube turns to blue, fire continuously. To avoid serious damage, you must destroy every Peng and Killer Bullet the moment it appears. Your Plasma Cannon is the only weapon you'll need.



Blader



Cutman



Screw Bomber



Elecman



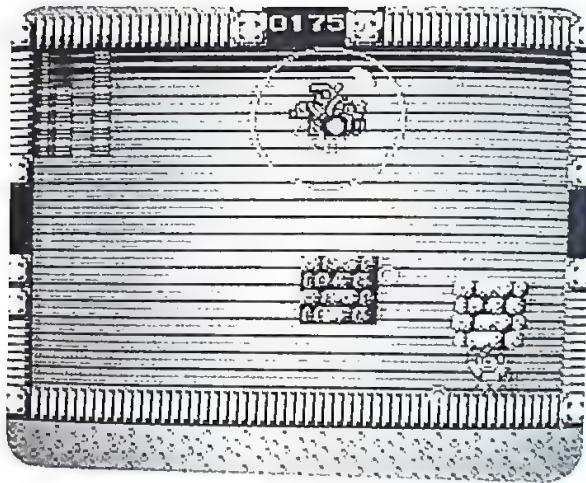
Octopus Battery



Peng



Killer Bullet



You'll have to pop a *bunch* of flying bubbles to get past this section. Some of the most effective powers are—in order—Gutsman's rock toss, Elecman's ray, and Fireballs.



Watcher



Screw Bomber



Yashichi

- Move quickly to get past the Watchers. Climb as fast as you can in the next screen, and three shots from the Plasma Cannon will dispatch the Watchers at the top of the ladder.
- Grab a boulder with Gutsman's power and toss it to destroy the first Screw Bomber. Cutman's clipper weapon is ideal for eliminating the rest of them. (To keep from getting hurt, leap into the air, toss it, and quickly step back.)
- At last. Here's an extra life and the much sought-after Yashichi. Grab it to get big points and to completely recharge your weapons. (If you're afraid or you don't need the Yashichi, use the Magnet Beam to make a platform leading from the brick and walk out.)

The easiest way to get both power-ups is to jump from the drop platform onto the brick overhead and then wait. When the platform returns from the left again, leap down onto it and then drop onto the Yashichi. Hop up to the platform again and drop down to the extra life. Finally, jump from the ledge to the platform to the ladder leading up. (It shouldn't take more than a few dozen attempts to get this down pat.)

- Next, you'll come face-to-face with four familiar super fiends: Bombman, Fireman, Iceman, and Gutsman. Respectively, use Fireballs or Elecman's Elecbeam, Cutman's Clippers or Iceman's Freeze Ray, Elecman's ray, and the Plasma Cannon or Fireballs.
- Just before you confront Dr. Wily, you'll have one last opportunity to recharge a weapon. Can you choose the right one?
- To destroy his spaceship and then Dr. Wily himself, use Elecman's weapon and the Pause technique. If you lose your final life battling Dr. Wily, you'll have to fight the last four super robots all over again!



Bombman



Fireman



Iceman



Gutsman



Dr. Wily

Mega Man 2



Introduction

TOP SECRET

To: K. Watson, Commander General
From: Dr. Wright, Institute for Artificial Intelligence
Date: 17 October 2038
Subject: New Uprising in the Colonies
Classification: Top Secret

It has been three years since Mega Man put down the uprising in the mining colonies, and banished Dr. Jerome Wily from his beloved Monsteropolis and from the planet itself.

Dr. Wily contacted me about a year ago, begging forgiveness for the trouble he had caused. Feeling sorry for him, I sent him a crate of robot parts so he could build a servant android and live out his remaining years in comfort.

Working from those spare parts and the remains of his destroyed super robots, Dr. Wily apparently built an assembly robot instead of a servant. Although its initial capabilities were crude, over the next two years Dr. Wily was able to refine the robot and give it advanced construction skills. And last winter the robot was handed the task of creating a new set of evil super robots.

Now Dr. Wily has returned to Monsteropolis—this time with *eight* super robots under his command. As in the previous war, each robot has been assigned to a particular area in Monsteropolis. The city itself has been redesigned and expanded, and now includes a wooded area and a factory, for example.

Dr. Wily has built a compound for himself in the center of the city, and has outfitted it with robot guards. There are also several gigantic robots which are certain to give us a hard time.

Mega Man is ready for the fray. His Weapon Copy System has been updated to allow him to copy items *other than weapons*. I feel confident that this will be an enormous aid in waging war within the new Monsteropolis.

How the Game Is Played

In *Mega Man 2*, there are nine stages of play. In the first eight, you can choose to tackle the super robots' realms in any order you like. Whenever one of them is destroyed, Mega Man gains the use of that robot's special power. Once they've all been conquered, you'll be allowed to try Dr. Wily's five-part stage.

Within each stage, you can exit from a scene in only one direction—left, right, up, or down. There may be more than one exit in a particular direction, however. For this reason, exploration is definitely encouraged.

You should also note that it's possible to go backward and reenter scenes you've already passed. This is sometimes a very useful strategy because it may allow you to get to a power-up that you couldn't otherwise reach.



From the Stage Select screen, you choose which super robot's empire to enter next. Whenever you conquer one, the robot's square turns black. Unlike in the original *Mega Man* game, once you've conquered a stage, you can't replay it.

Mega Man's Powers

Much of what you learned in *Mega Man* applies here, too. The biggest changes introduced in *Mega Man 2* are the following:

- It offers two difficulty levels—if you choose Difficult, you'll notice that some enemies are harder to destroy and there are fewer power-ups.
- You're no longer playing for points—no score is kept, and there are no bonus pellets.
- The Pause feature has been eliminated (which makes the Pause technique described in the last chapter impossible).
- Weapon and energy power-ups are more plentiful.
- Energy crystals that you can store as spares are now available.
- There are three new special items: the Levitation Platform, the Jet Sled, and the Elevator.
- You can restart the game from any stage of play by entering a password—you don't have to beat it in one session.

As before, you can make Mega Man move left or right and climb up or down just by pressing the appropriate direction on the control pad. The A button makes him jump. Pressed by itself, the A button makes him jump straight up. Pressed in combination with left or right on the control pad, the A button makes him jump in that direction. The longer you hold A down, the higher and farther Mega Man jumps.

The B button is used to fire Mega Man's Plasma Cannon (P). If he's using a super robot's special power or a special item, the button activates that power or item.

Pausing the Game

Unlike the first game, *Mega Man 2* has no Pause feature. However, you can press the Start button to go to the Weapon Select screen,

and it'll have the same effect as a Pause; that is, all action will stop until you exit from the screen.

Passwords

Whenever you complete a stage, you'll be given a new password. Each password records the stages that have been completed and the weapons and special items you've won. If you carefully write down each password, you'll be able to start the game from any stage you like. (If you can't make it past a particular stage, you can use the passwords given at the end of each section of this chapter, if you wish.)

The grid system. Many Nintendo games give you long passwords made up of letters, numbers, and punctuation marks. They're often hard to read on screen and may take a lot of work to reenter. The passwords for *Mega Man 2* are much easier to record and enter because they use a simple grid system. If you've never used a grid system before, here's what it looks like:

Password					
	1	2	3	4	5
A	●				
B					●
C			●	●	
D					●
E	●	●	●	●	

This is the password grid you'll see when you complete Air Man's stage, for example.

To identify a particular dot on the grid, combine the letter of the row that the dot is in with the number of the column the dot is in. This combination is called a *cell coordinate*. In the grid above, the dot in the top left corner is in cell A1. The next dot down is in B5,

and so on. Rather than draw grids like this yourself, it's easier to just write down the cell coordinate for each dot. For the grid above, this would be A1, B5, C3, C4, D5, E1, E2, E3, and E4. Passwords in this book are shown *both* ways: on the grid and as letter/number combinations.

Note that the passwords given here assume you've completed the stages in the order suggested by Capcom (see "Super Secrets," page 44). If you tackle them in a different order, the passwords you'll see onscreen will be different, too.

Entering passwords. Every password is made up of nine cell coordinates. Press the A button to enter a dot in a cell. Press B to remove a particular dot.

Weapons Handling

The Plasma Cannon. Mega Man is equipped with a pellet-firing gun that has unlimited ammunition. Up to three shots can be onscreen at one time. As in the first game, the meter for the Plasma Cannon (shown as P on the Weapon Select screen) is also Mega Man's life meter. If it runs out, he loses one life.

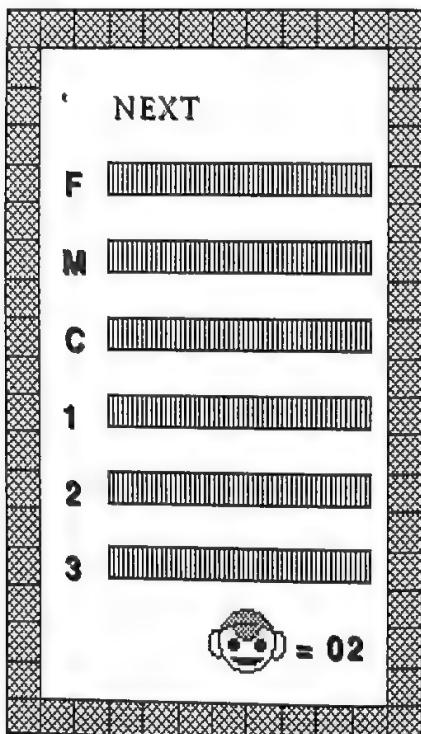
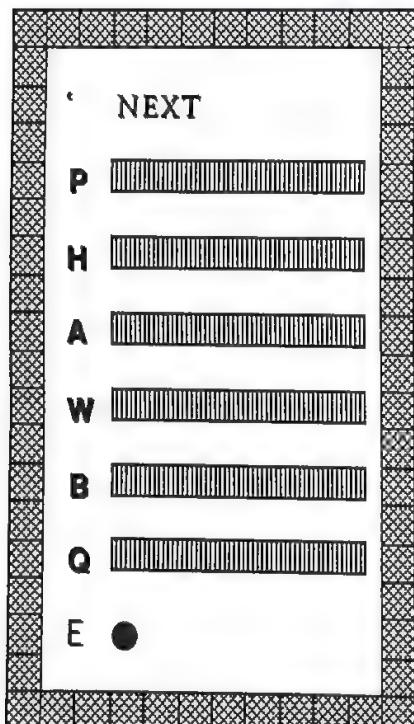
Some enemies aren't particularly susceptible to the Plasma Cannon. Sometimes Mega Man needs a weapon with a little more punch.

Adding and using new weapons and items. You add new weapons to Mega Man's arsenal by defeating the super robots at the end of each of the game's first eight stages. Whenever you finish a stage, the super robot's weapon becomes yours to use whenever you like. All you have to do is go to the Weapon Select screen by pressing Start, select the weapon with the control pad, and press Start again. Although the weapons are most useful when fighting other super robots, you'll find that they're also very handy in normal combat.

Each weapon and special item has its own power meter that appears on the Weapon Select screen and on the normal playing screen, alongside Mega Man's energy meter. When the meter runs out, the weapon simply stops working. Because Mega Man doesn't auto-

matically switch back to the Plasma Cannon, you'll have to keep an eye on the weapon's power meter and quickly go to the Weapon Select screen if it runs out.

Weapon Select Screens



Because there are so many weapons and items, it takes two screens to hold them all! This is what the Weapon Select screens look like after you have completed the first eight stages. You can move from one screen to the other by choosing Next and pressing Start. To select an item, make its letter blink and press Start.

Because there are many weapons and items, you may have a hard time remembering what each letter and number stands for. If you get confused, check the chart on page 40.

Recharging weapons. Whenever you use a special weapon or item, its energy meter decreases. As you play, you'll find many weapon power-ups—both by simply finding them and defeating enemies.

Whenever you touch a power-up, the current weapon or item in use is automatically recharged; this does not recharge all weapons, though. To take advantage of the power-ups, use the following technique. Just before grabbing a power-up, go to the Weapon Select screen and choose the weapon you wish to recharge. Then resume play and touch the power-up. Finally, to avoid wasting the weapon's energy accidentally, press Start to return to the Weapon Select screen and choose Mega Man's Plasma Cannon (P) again.

Fast weapon recharge. Some areas have weak enemies that attack in a simple pattern. If any of your weapons or items need to be recharged, stick around until you can collect the necessary weapon power-ups. Since there's no time limit or time bonus, stay as long as needed.

Types of Power-Ups

Two general kinds of power-up capsules can be found in the game: *energy* and *weapon* power-ups. Energy power-ups increase Mega Man's life meter. Energy power-ups come in two sizes—tiny and large. The tiny glowing ones are *energy pellets*. The large white ones are *energy balls*. The larger the energy power-up, the more energy it contains. Once Mega Man's power meter is filled, however, additional energy power-ups he touches are ignored.



Energy Ball and Pellet

There's also a special energy power-up with an *E* on its side called an *energy crystal*. Unlike the other two energy power-ups, Crystals have no immediate effect on Mega Man's energy level. Instead, they're stored on the Weapon Select screen. When you use one of the Crystals, it immediately restores Mega Man's entire energy meter. Energy Crystals are extremely useful when battling tough enemies, such as the super robots. Having one on hand is like having an extra life you can use whenever you want.



Energy Crystal

Weapon power-ups increase the energy meter for the currently selected weapon. If Mega Man is holding the Plasma Cannon when he touches a weapon power-up, it has no effect. If he's using one of the super robots' weapons or the Levitation Platform, Jet Sled, or Elevator, that weapon's or item's power meter gets a boost. Like



Weapon Capsule and Pellet

Letter/Number	Description
NEXT	Go to next screen
P	Plasma Cannon
H	Heat Man's Atomic Fireballs
A	Air Man's Air Shooter
W	Wood Man's Leaf Shield
B	Bubble Man's Bubble Lead
Q	Quick Man's Quick Boomerang
E	Energy Crystals
Letter/Number	Description
NEXT	Go to next screen
F	Flash Man's Time Stopper
M	Metal Man's Metal Blades
C	Crash Man's Crash Bombers
1	Levitation Platform
2	Jet Sled
3	Elevator
	Remaining lives

energy power-ups, weapon power-ups come in two sizes, capsules and pellets, and give a corresponding amount of energy. Weapon power-ups are typically blue.

All types of power-ups can be found lying on the ground in the game. Some enemies will also drop them when they're defeated. Since the particular power-up left by an enemy is determined at random, you may find it advantageous to defeat some of the easier enemies over and over again in hopes of recharging your depleted personal or weapon's energy.

If you don't grab it quickly, any power-up left behind by a defeated enemy will eventually disappear. Be sure to snatch up the ones you need.

More Power-up and Special Item Information

1 Ups. Whenever you find a 1 Up (a Mega Man head), it adds an extra life to your remaining supply. You can go to the Weapon



1 Up

All weapons and special items are completely recharged whenever you complete a stage or when you Continue after losing all lives.

Select screen whenever you want to see how many lives you have in reserve. You'll find 1 Ups stashed in hard-to-reach spots in some stages, and defeated enemies will sometimes drop them.

Special items. Three special items are available in the game: the Levitation Platform, the Jet Sled, and the Elevator. Each is awarded to you after you defeat a particular super robot.

Item 1, the Levitation Platform, is obtained by beating Heat Man. Like Elevators (Item 3), Levitation Platforms rise straight up, but they are used in the open rather than against walls. Up to three Levitation Platforms can be onscreen at the same time. Be sure you don't have rapid fire on, or the platforms won't launch correctly.

Item 2 is the Jet Sled and is won by destroying Air Man. When you hop on, the Jet Sled travels in a straight line in the direction it's pointing. It will quickly fly over dangerous areas and allow you to skip encounters with some pesky enemies. As long as you're on it, the energy meter will drop.

Item 3 is the Elevator and is obtained from Flash Man. You must be standing next to a wall to launch it. The Elevator is helpful when you want to go up—to reach either a high ladder or a ledge. The Elevator's meter continues to drain as long as it's rising or falling. The faster you jump off, the less energy you use.

Power-up permanence. Power-ups that you find lying around will be there every time you replay the stage by Continuing (after losing all lives). The ones won by defeating enemies, however, are random. Just because you get a 1 Up for destroying a particular Gremlin doesn't mean you'll *ever* get the same power-up from that Gremlin again.

The Super Robots

When you reach a super robot's lair, a steel door will slam shut, sealing off the room in preparation for battle. To attack the robots, you can use Mega Man's Plasma Cannon or any of the weapons you've captured from the other super robots. (See "Adding and using new weapons and items," page 37, for instructions on selecting a weapon.) If you defeat the robot, you'll return to the Stage Select screen to choose the next stage. If Mega Man is destroyed during the battle but still has one or more lives left, you will be allowed to challenge the super robot again.

Lives and Continues

Mega Man starts the game with three lives. Whenever a life is lost, you must start the stage over. However, if you've made it past the midway point in the stage, you'll get to restart from that spot instead. If you die during a battle with a super robot, you'll restart at the point just before you enter his lair. When all lives have been lost, you can either replay the current stage from the beginning, choose a different stage, enter a password, or quit.



Air Man. His world is in the sky, where a single wrong step can send Mega Man to his doom. Air Man is a real bag of wind—and so is his weapon.



Wood Man. An out-doorsy kind of guy, Wood Man shields his trunk with deadly swirling leaves.



Metal Man. Gears and machinery make up Metal Man's realm. His Metal Gear is one of the best weapons around.



Crash Man. There are loads of ladders leading to Crash Man. And his sticky Crash Bombers can put a real hurt on Mega Man.



Bubble Man. He rules the water. Good thing Mega Man knows how to hold his breath.



Flash Man. You'll slip and slide through this stage. Time stands still for Flash Man's power.



Heat Man. Watch out for the lava in Heat Man's stage. It's hot enough to turn Mega Man into a pool of molten metal.



Quick Man. Speed is of the essence, unless you want to be stir-fried by Quick Man's protective lasers.

Continues from within Dr. Wily's stage occur from *many* strategic points. Once you've played past a particular point, you'll never have to start further back—even if you lose all of your lives. Passwords, however, will only take you to the *beginning* of the stage. To win, you'll have to finish Dr. Wily's stage in one session.

General Playing Tips

Rapid fire. If you have a controller that offers it, set the B button for rapid fire. It'll save wear and tear on your button-pressing finger and will make it simpler to defeat most enemies without getting hurt yourself.

Temporary invincibility. Any time Mega Man is hit, he gains temporary invincibility. As long as he continues to blink, he can't be hurt. You can use this to run past some enemies and obstacles. (The length of time Mega Man is invincible is longer than it is in

the original *Mega Man* game, so it's a more important playing strategy here.)

Instant death. Enemy attacks only decrease Mega Man's power meter. A few things, however, such as missing a jump in midair, touching a spike, or falling into lava, can kill him instantly.

Where you shoot is important, too. Not every enemy carries a power-up, but if you want to take advantage of the ones that do, be careful to shoot the enemy over something solid. If an enemy is over a ledge or a ladder that goes to the previous scene, the power-up will drop offscreen.

Ladders. Mega Man can fire his gun while climbing. Just turn him in the appropriate direction and press B, as usual. To get down a ladder quickly, press A or Start. Mega Man will drop like a rock.

Super Secrets

It's for the birds! Right after you choose a super robot in the Stage Select screen, hold down the A button on your controller. Instead of the normal stars and meteors, you'll see Flying Fish.

Order of attack. According to Capcom, the best order of attack for the super robots is Air Man, Metal Man, Bubble Man, Heat Man, Wood Man, Crash Man, Flash Man, and Quick Man. Of course, this isn't the *only* way to beat the game, so feel free to try the stages in any order you like.

Air Man Stage

The Air Man stage is one of the easiest to beat. To assist you, the game manual steps you through the stage. If you still need a little more help, check out the tips below.

- The Air Tikkis' pop-up horns are electrically charged, so be careful not to bump into them. To get past an Air Tikki, jump on it when its horns are down; then immediately hop onto the block to the right. Quickly turn and fire at the Gremlin as it rises, and then move to the next Air Tikki as soon as it's safe. (You may have to jump to shoot some of the Gremlins.) Although the Gremlins are great sources of power-ups, the longer you stay on top of an Air Tikki, the more Gremlins you'll have to beat.
- You'll need the Lightning Lords' platforms to get to the next scene. Shoot each Lightning Lord and leap onto his platform. The only one that should give you a hard time is the Lightning Lord you'll meet in the cloud bank (the fourth one). Once you've shot him, you can jump down to the left or right to reach his platform. Either way, though, you'll be jumping blind.
- The eggs carried by the Flying Fish are only dangerous once they've hit the ground and broken open. Shoot them as they're falling if you can. (Although it's easy to get damaged by them, the eggs will reward you with *lots* of power-ups after they break open.)
- The Squiggle Cannons are simple to avoid. Stick around and shoot them if you're short on power. Otherwise, move to the left edge of the screen to get by them.



Air Tikki



Gremlin



Lightning Lord



Flying Fish



Squiggle Cannon



Air Tikki



Gremlin



Fan Fiend



Flying Fish

- The new pair of Air Tikkis isn't much tougher than the first group. Just be sure to jump when their horns are down—after you've cleared away those annoying Gremlins.
- After you destroy the first Fan Fiend, the timing of your jumps becomes more important. There are lots of Flying Fish around. Wait until one has just passed before hopping onto a narrow ledge. That way, you won't have to worry about getting bumped off.
- You can't blast through Air Man's minitornadoes. As soon as they pass you, hit him with a hail of bullets.
- **Air Man's weapon:** Air Shooter. You also get the Jet Sled (Item 2) when you defeat Air Man.

Password

	1	2	3	4	5
A	●				
B					●
C			●	●	
D					●
E	●	●	●	●	

A1, B5, C3, C4, D5, E1, E2, E3, E4

Metal Man Stage

- Check out the arrows on the ends of the conveyor belts. They show the direction that the belt is moving.
- At the beginning of the stage, take the low road to pick up an Energy Crystal.



Energy Crystal



Drop Spike



Stalactite/
Stalagmite
Screws

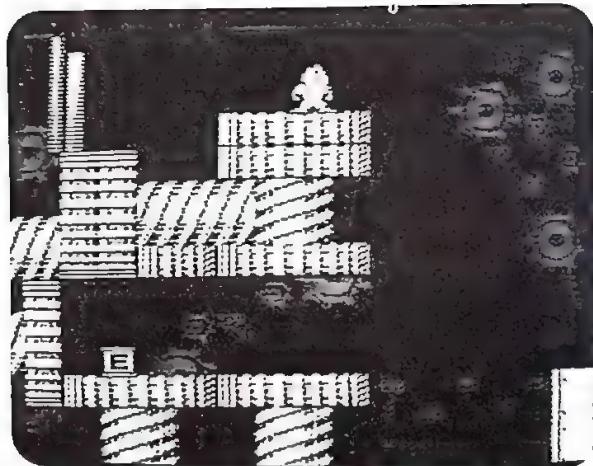
- There are several sets of Drop Spikes near the start of the stage. If one hits you, take advantage of your temporary invulnerability and run through the next spike.
- Bumping into the chain of a Drop Spike results in just as much damage as getting spiked.
- The Stalactite and Stalagmite Screws are excellent sources of power-ups.
- Conveyor belts in narrow walkways can be negotiated quickly by bouncing (use the A button).
- Use the Jet Sled to reach the 1 Up.
- The Wheel Riders are a double threat to your safety. Both the wheel and its little rider can harm you. Wait until they drop down, and then quickly attack them from a safe distance.
- The only weak spot on a Metal Caterpillar is its head. If you shoot one of its other segments, the bullets will harmlessly bounce off.



Wheel Rider



Metal
Caterpillar



To get this Energy Crystal, drop straight down and pull left on the control pad. You'll have to use the Jet Sled to get out.

- If you've followed the attack order suggested here, you don't have a weapon that can hurt the Slinkies. Jump over them to get away.
- Attack Metal Man with the Plasma Cannon. Jump to avoid his Blades and then shoot.
- **Metal Man's weapon:** Metal Blade. In addition to being very powerful, the Metal Blade is a directional weapon. Press on the control pad to fire it left, right, up, down, or diagonally.

Password

	1	2	3	4	5
A		●			
B	●				
C	●			●	●
D					
E	●		●	●	●

A2, B1, C1, C4, C5, E1, E3, E4, E5

Bubble Man Stage

- First, shoot the Croakers. If you don't, you'll have lots of baby froggies to contend with.



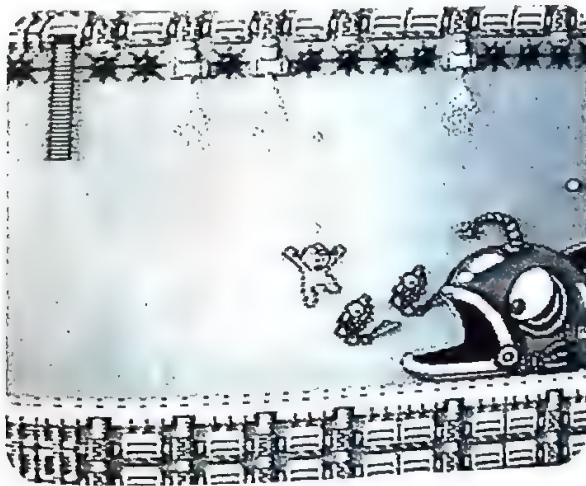
Croaker

As long as there's at least one baby left onscreen, Momma Croaker won't toss any more at you.

- The red brick ledges can't support Mega Man's weight, so jump fast!
- Like real ones, the Mechano Snails are very slow. When you meet them in the water, though, you'll find that Mega Man is pretty slow, too. Time your jumps carefully so you don't land on them.



Mechano Snail

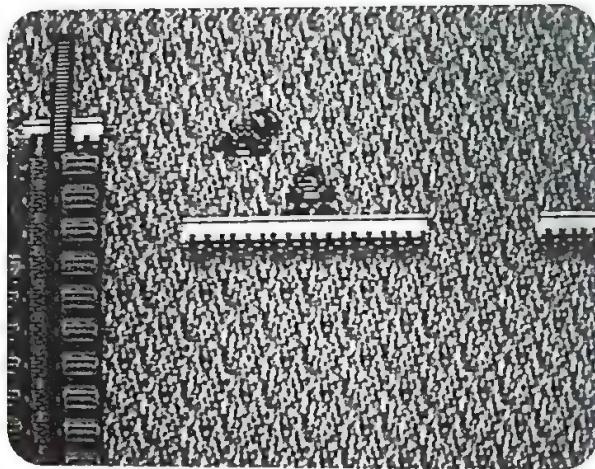


To stop a Lantern Fish from throwing shrimp at you, blast its antennae.

- Jump carefully in the water. Mega Man floats well, and you don't want him to get caught on the deadly spikes overhead. (Be careful not to jump too high by holding down the A button too long.)

Mega Man 2

- The frogs are back! Although you can wipe out the baby frogs with the Air Shooter, it doesn't hurt the Croakers. Use your Plasma Cannon or the Metal Blade on them.



Here's a perfect spot to restore your power. Stand in the middle of this ledge and shoot the crabs that drop onto the left and right edges.

- Like Air Man and Metal Man, Bubble Man is no match for your Plasma Cannon. (The Metal Blade will also make short work of him.)
- **Bubble Man's weapon:** Bubble Lead.

Password

	1	2	3	4	5
A	●				
B					●
C				●	
D	●				●
E		●	●	●	●

A1, B5, C4, D1, D5, E2, E3, E4, E5

Heat Man Stage

- If you have rapid fire, you can easily eliminate the Prop-Tops with the Plasma Cannon. Shoot them before they start hopping.
- The Silver Watchers are a nuisance. Make sure there aren't any blocking your path before you make each jump. (Watch the holes. That's where they pop out from.)

If he falls directly into the lava, Mega Man will instantly lose a life. If he falls in after being hit by an enemy, though, he'll be invincible and usually have plenty of time to hop back out.



Prop-Top



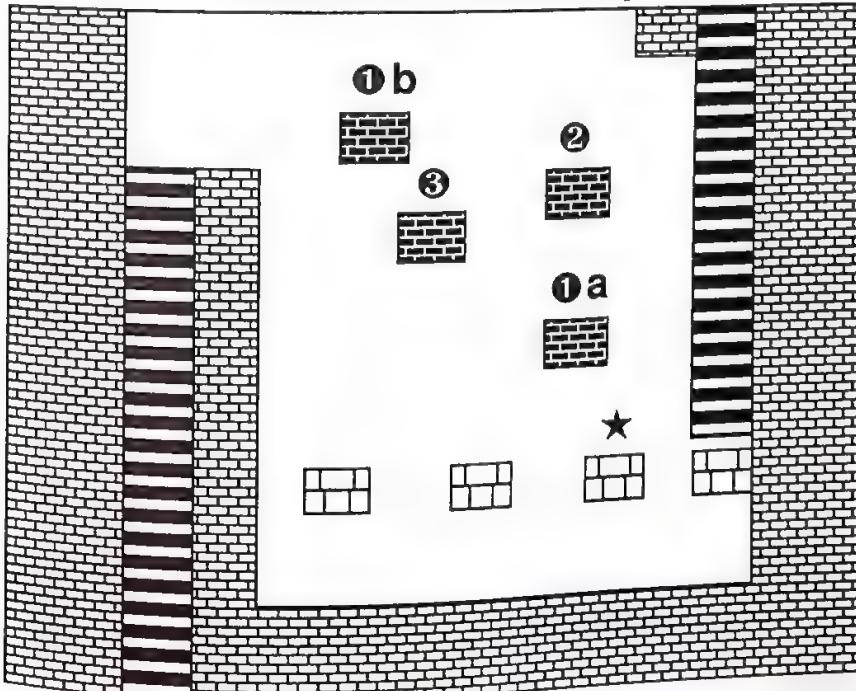
Silver Watcher



Slinky

- Mega Man finally has a weapon that can handle the Slinkies. Try the Bubble Lead on them.

Heat Man Block Hop

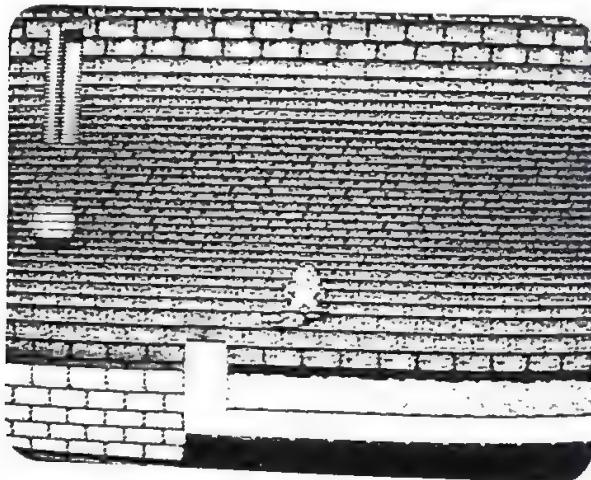


It only takes three hops to make it out of this scene. (Block pairs that appear together are labelled "a" and "b.") Start from the block with the star over it, and then make these jumps: 1a, 2, 3.



Silver
Watcher

- In the next scene, the Silver Watchers are a real bother. Use the Air Shooter or Metal Blade to clear a path through them. (Remember that the Metal Blade can shoot horizontally, vertically, or diagonally.)
- Magic blocks appear in several places in the next few scenes. They'll let you hop over the walls. Examine the walls closely, and you'll see some sections that are made of tiny reddish squares. Your weapons can't fire through those squares!
- Don't let Mega Man get caught under a pop-up brick. If he gets hit by a Silver Watcher there, he may get pushed right through the wall into the pit.



Jump and launch the Jet Sled (Item 2) from here and ride all the way into the next scene. You *could* take the block hops, but the Jet Sled is faster. (Watch the Jet Sled's power meter carefully and be sure to leap before it runs out.)



Robot
Rider

- Use the Air Shooter to knock the Robot Rider from his vehicle, and switch back to the Plasma Cannon to finish him off. If you don't want to bother, you can run past him without receiving too much damage.

- Use Bubble Man's Bubble Lead to attack Heat Man.
- **Heat Man's weapon:** Atomic Fire. You also get the Levitation Platform (Item 1) for defeating Heat Man. (Note: *Atomic Fire comes in three sizes. The longer you hold down the B button, the bigger the fireball will be. Also, up to three Levitation Platforms can be onscreen at the same time.*)

Password

	1	2	3	4	5
A	●				
B		●			●
C				●	
D	●				
E		●	●	●	●

A1, B2, B5, C4, D1, E2, E3, E4, E5

Wood Man Stage

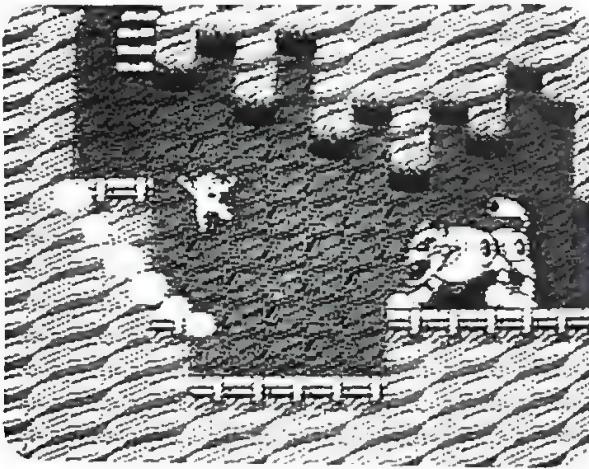
- In the first few screens, you can just run past the Bubble Bats. You'll have to fight the Robo-Rabbits, though.



Bubble
Bat



Robo-
Rabbit



The key to defeating the Hot Dogs is to time your jumps so their fire misses Mega Man. Be sure to squeeze off a few rounds each time you leap.

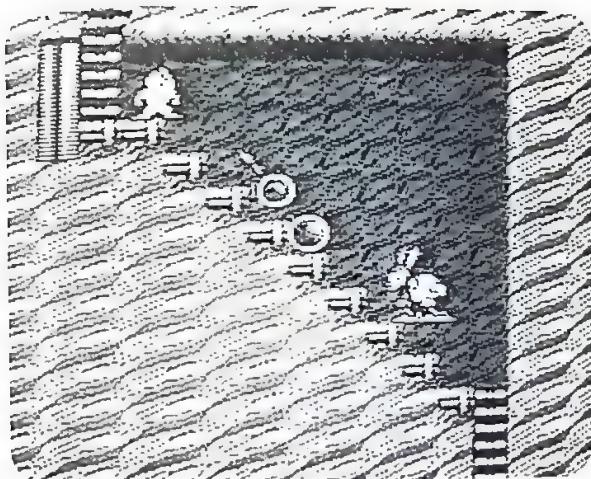
- If the Bubble Bats overhead threaten you, use the Metal Blade on them. Wait until they start to fly before firing.
- As long as you're patient and wait for it to come to you, a Mecha Monkey is an easy target.
- Don't let the Atomic Chickens have *you* for dinner! Mega Man can avoid most of them by pressing his little body tightly against a wall.
- One full-power blast of Heat Man's Atomic Fire is all it takes to destroy Wood Man.



Mecha
Monkey



Atomic
Chicken



Drop Bubble Leads down this set of stairs and the next one, and they'll quickly destroy the Robo-Rabbits.

- **Wood Man's weapon:** Leaf Shield.

You can use the Leaf Shield as a real shield to defend Mega Man from some enemies. And as long as he doesn't toss it, the shield's energy meter won't drop.

Password

	1	2	3	4	5
A	●				
B		●			
C				●	
D	●		●		
E		●	●	●	●

A1, B2, C4, D1, D3, E2, E3, E4, E5

Crash Man Stage

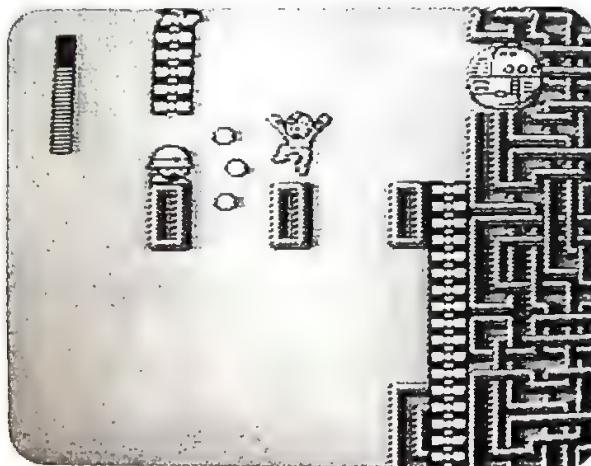


Silver Watcher



Met

- Don't be distracted by the pretty scenery. The Silver Watchers can put a serious dent in Mega Man's luck. (Skip the lower ladder. Jump for the one over his head instead.)
- The Met, our hard-hat friend from the original *Mega Man* game, is back. Jump and shoot it with the Plasma Cannon.
- Use the Leaf Shield to keep the Silver Watchers from knocking you off the riding platforms.



It's amazing how much trouble a tiny Met can cause. Fire as you jump towards it and, to keep from falling, press left as it hits you.



Energy Crystal



Prop-Top

- There are loads of ladders. What now? (Keep to the far right all the way to the top; then drop down to the left to grab the Energy Crystal. Finally, use the Levitation Platform to reach the ladder overhead. There's a nice surprise waiting for you at the top.)
- The Metal Blade is a good defense against the Prop-Tops that block the way to Crash Man's pad.

- The Air Shooter is the primo weapon to use on Crash Man. Since it only fires at an upward angle, you have to time its release perfectly.
- **Crash Man's weapon:** Crash Bomber. It attaches to walls and explodes after a brief delay.

Password

	1	2	3	4	5
A		●			
B	●		●		
C					●
D	●	●		●	
E				●	●

A2, B1, B3, C5, D1, D2, D4, E4, E5

Flash Man Stage

With the proper weapons, the Flash Man stage should be a breeze for you. Watch your footing, though. It's icy!

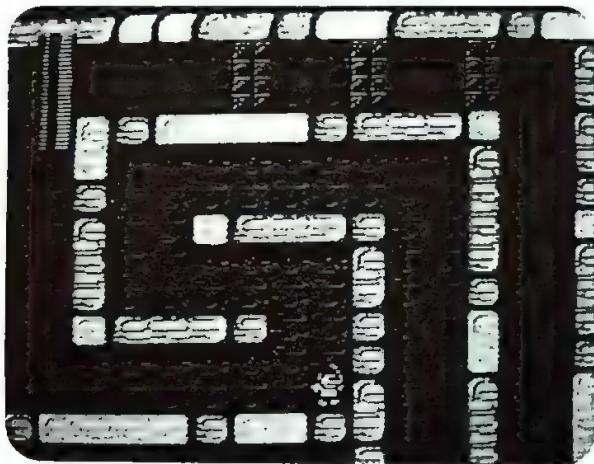


Red Robot



1 Up

- Metal Blades are just the thing for handling Red Robots.
- You can use the Levitation Platform near the start of this stage to reach a 1 Up.



Crash Bombers will destroy any red walls you find in the maze. Get rid of these three at the top, and you can avoid a Robot Rider in the next scene.



Energy Crystal



Robot Rider

- Don't miss the Energy Crystal just before Flash Man's hideout. If you find yourself facing the Robot Rider *beneath* the Crystal, use Levitation Platforms to lift Mega Man to the right level.
- Try the Bubble Lead against Flash Man.
- **Flash Man's weapon:** Time Stopper. Once activated, the Time Stopper remains in effect until its energy meter runs out. You'll also pick up the Elevator (Item 3) for defeating Flash Man.

Password

	1	2	3	4	5
A		●			
B	●		●		
C		●			●
D	●	●		●	
E				●	

A2, B1, B3, C2, C5, D1, D2, D4, E4

Quick Man Stage

Quick Man's stage is well named. Unless you're quick, the laser beams will make short work of you.

- At the beginning of the stage, use an Elevator (Item 3) to get the 1 Up.
- You can hop over the Squiggle Cannons or use the Metal Blade or Bubble Lead on them. If you jump high, you can usually get past them without being hurt.
- Rapid fire from Mega Man's normal pistol is all that's needed for the Hotheads. If you fire from the ledges across from the second and third Hotheads, you can destroy them before they manage to toss a single flame.



Squiggle Cannon



Hothead

The ledge directly across from the third Hothead is an ideal power-up spot. You can shoot the second and third Hotheads over and over until your weapon's and personal energy are completely restored.

- If you don't seem to be getting anywhere after defeating the last Hothead, try jumping as you run.
- After defeating the Hotheads, Mega Man will enter a narrow tunnel where he can see again. Select Flash Man's Time Stopper (F) to prepare for the lasers.

Although it's possible to make it past the lasers without any special tricks other than using your extraordinary nimble fingers, you'll waste hours trying to do it. Instead, use Flash Man's power to stop time. Move quickly, though—the clock is ticking.

- Get through the first laser area under your own power. If you use the Time Stopper in the *next* scene, you should have enough time to finish the remaining laser sequences. Be sure to get the weapon capsule on the way down.
- In the last few laser scenes, you'll see a 1 Up, an energy ball, and a weapon capsule that you can grab. If you're running out of Flash Man's Time Stopper energy (and you probably are), ignore them.
- As before, use the Air Shooter or the Plasma Cannon to knock the Robot Rider out of the saddle. Then, when his shield is down, finish him off with the Plasma Cannon. (This is *not* a recommended power-up spot! If you go back into this scene, you'll find *several* Robot Riders to battle at the same time.)
- The Plasma Cannon is fine for dealing out justice to Quick Man. Good thing you picked up that Energy Crystal near the start of the stage, huh?



Robot Rider

Although it's unlikely, if you still have any Time Stopper energy left, use it here. A full jolt will deprive Quick Man of half his energy.

- **Quick Man's weapon:** Quick Boomerang.

Password

	1	2	3	4	5
A	●				
B		●		●	
C	●				●
D	●		●		
E			●		●

A1, B2, B4, C1, C5, D1, D3, E3, E5

That's it for the eight regular stages. This password will take you to the beginning of Dr. Wily's stage. *Are you up to the challenge?*

Dr. Wily Stage

As the onscreen map shows, there are actually five parts to this stage. Although you can Continue from many spots in the stage, the password shown at the end of the previous section will take you to the start of the stage only—and there are no more passwords. This means if you want to finish the game, you'll have to complete the Dr. Wily stage in one session. You should also note that weapons and special items are not recharged when you reach a new part of the stage. That only happens when Mega Man loses all lives.

Part 1

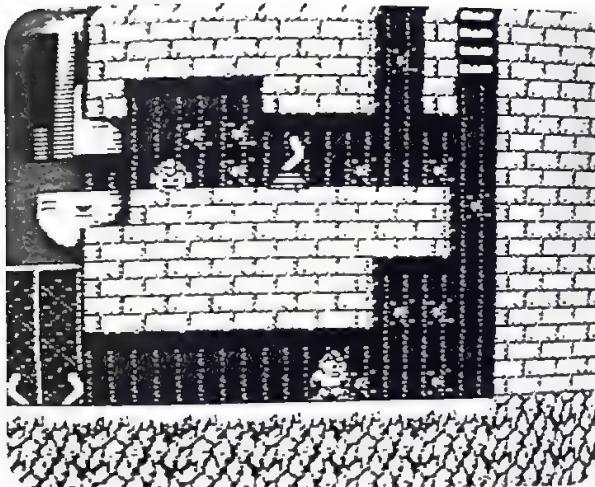


Flying Fish

- Because of the power-ups they leave behind, the Flying Fish shouldn't do too much damage—even if you're equipped with the Plasma Cannon .
- Use the Elevator (Item 3) to scale the first impassable wall.
- If you don't want to tangle with the Squiggle Cannons, ride a Jet Sled (Item 2) over them.



Squiggle Cannon



Use these Squiggle Cannons to completely restore Mega Man's energy, as well as that of the special items. And be sure not to skip the 1 Up. (Remember this scene. You may have to return here later to recharge your batteries.)

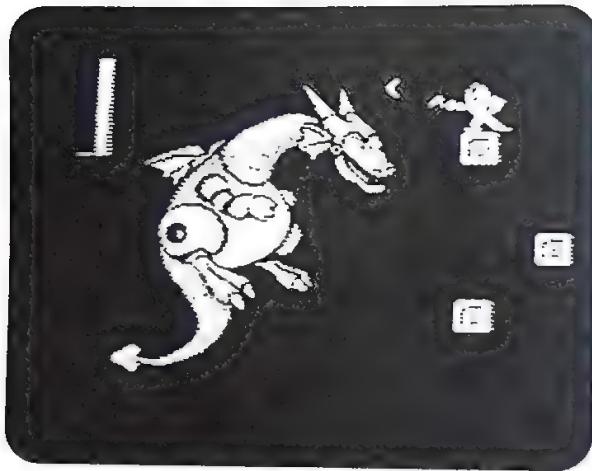
- Wait until the Slinky has passed to the left before climbing off the ladder.
- The only way to move from the silver ladder on the right to the high one on the left is by using Levitation Platforms (Item 1). Climb to the top of the ladder, turn Mega Man to the left, and launch a platform. Hop onto it and immediately launch a second platform. Hop onto that one and launch a third. Jump onto the third platform and then up to the ladder above. It may take several tries before you get this trick down. If you're short on power for Item 1, you'll have to return to the Squiggle Cannon scene for a boost. (Be sure to turn off rapid fire for the B button, or the platforms won't launch properly.)
- Quickly! Climb past the Silver Watchers so they won't bother you.



Slinky



Silver Watcher



The first time I saw the Dragon, it surprised me so much that I dropped my controller! To defeat him, go all the way to the right until you see these three blocks. Jump onto the top block and zap the Dragon in the head with the Quick Boomerang or Plasma Cannon.

Part 2



Prop-Top

- Use the power-ups dropped by the Prop-Tops to recharge your weapons. If they start to give you too much trouble, try the Air Shooter on them.
- The Jet Sled (Item 2) will carry Mega Man over the lethal spikes to the second ladder. If you climb this ladder instead of the first one, you'll discover a wealth of power-up items.
- Here's a trick if you decide to try the first ladder anyway. Toss a Crash Bomber to eliminate the first wall. You don't need Crash Bombers for the other two walls. Just jump over them!
- Fire through the walls with the Plasma Cannon to get rid of the Red Robots; then use Crash Bombers to get the power-ups.
- Go slowly down the next ladder to avoid certain death.



Red Robot

- Use the Stalactite and Stalagmite Screws to fully charge your weapons.
- If you take your time, the Drop Spikes won't do much damage. If one hits you, use your invincibility to run through the rest.
- If you've been hit, you might want to use a Jet Sled to pick up the energy ball on the right-hand ledge.
- To defeat the Block Phoenix creatures, use the Quick Boomerang or Metal Blade. Watch your power level and use the Energy Crystals to keep Mega Man from getting obliterated.



Stalactite/
Stalagmite
Screws



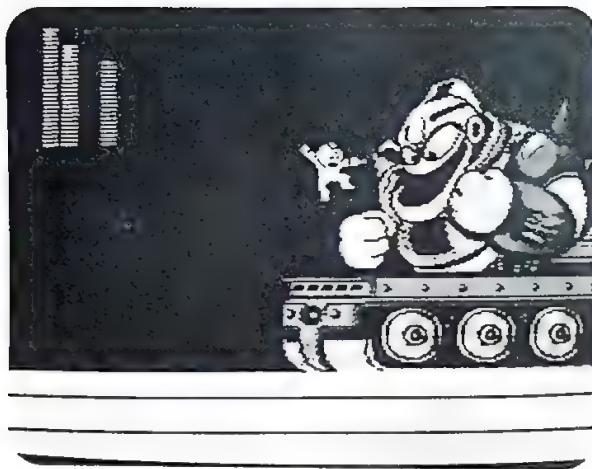
Drop
Spike

Part 3

- Drop to the right from the first ledge; then use Crash Bombers to break through the walls and retrieve the power-ups.
- If you need more weapon strength, you can toss a Levitation Platform in the next scene to get to the upper-right weapon capsule.
- In the underwater sequence, jump from ledge to ledge without stopping, and you'll get past the giant fish.
- Controlled free fall will get Mega Man through the spikes. Be sure not to move him too suddenly, though, or he may get snagged on the spikes on the opposite wall.
- You didn't use all the Elevators, did you? Although it looks like you'll need one to scale the high wall, try jumping instead.
- The first Red Robot is in a bad position for Mega Man's Plasma Cannon. Try the Metal Blade from atop the wall. (It takes three hits.) The Plasma Cannon is good enough for the rest of them.



Red
Robot



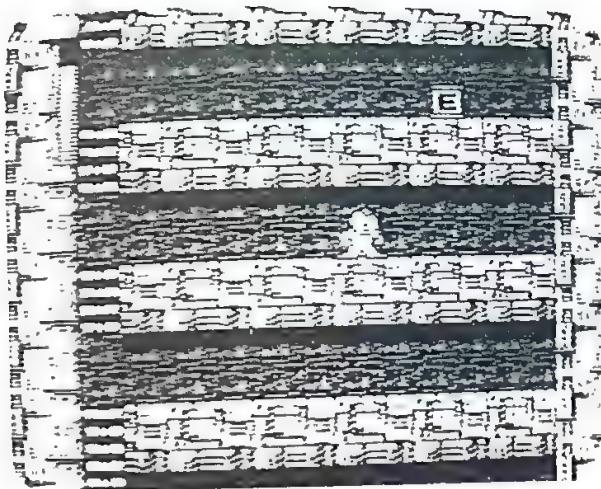
Guts-Dozer is one of the most amazing creatures you'll meet. Hop onto the front of his vehicle and shoot him in the head with Quick Boomerangs.

Part 4

- The early screens in this section are filled with false floors. There's one above the second Met. If you jump high, you can get over it. Once you reach the other side, don't forget the 1 Up that's lying at the bottom.
- Although you can jump over the false floors in the big open area, you can use the Jet Sled if you'd rather. It's useful above the spikes in the next scene, too.



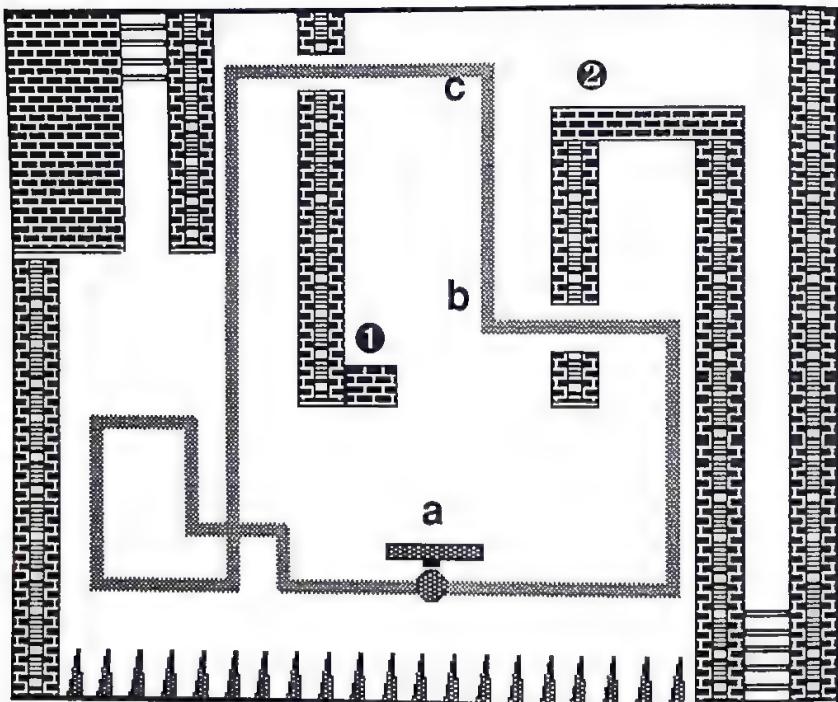
Met



There's a false floor in front of this Energy Crystal. Since you can't reach it by jumping, try riding a Levitation Platform from beneath.

- Next are the riding platforms. The Plasma Cannon will take you through the first one, past the staring eyes of the Silver Watchers.

Second Riding Platform



Mega Man doesn't need weapons here—just some smart hopping. To avoid the deadly spikes, when the platform reaches "a," jump to point 1. When it gets to "b," hop on again. When it rises to "c," jump to point 2 and exit down the ladder.

- The next riding platform only requires one jump. Then drop off at the bottom. You may want to use a more versatile weapon, such as the Metal Blade, to avoid the Silver Watchers.

Silver Watcher • There's only one tiny ledge for Mega Man to stand on in the next scene. Once you reach it, use a Jet Sled to get to the ladder.

To defeat the shooting bubbles, first use Crash Bombers to destroy the walls. Then let Mega Man die. On the way back, recharge Crash Man's power. When you return to the bubbles, the walls will be gone. Use Crash Bombers to eliminate the unprotected bubbles.

Part 5



Heat Man



Air Man



Wood Man



Bubble Man



Quick Man



Crash Man



Metal Man



Flash Man



Dr. Wily

- It's time to fight the super robots again—you pick the order. Counterclockwise from the top left, the eight chutes will take you to Heat Man, Air Man, Wood Man, Bubble Man, Quick Man, Crash Man, Metal Man, and Flash Man. Use the weapons you used before or experiment with others.
- To knock Dr. Wily from his spacecraft, use Crash Bombers. If you run out, switch to the Plasma Cannon or Metal Blades.

If you get tired of experimenting, try these weapons: Bubble Lead, Quick Boomerang, Atomic Fire, Quick Boomerang or Metal Blade, Time Stopper and Air Shooter, Air Shooter, Metal Blade, and Metal Blade, respectively. Others may work, too.

- Surprise! There's a sixth part, too. Walk slowly to avoid the dripping acid. You can't risk any damage here. Mega Man needs all his strength for the final challenging battle.
- When Dr. Wily changes to an alien, use the Bubble Lead. Jump and zap him when he dips down. It takes 13 or 14 shots to finish him off. If you use rapid fire, you can double the effectiveness of each Bubble-Lead hit. Be careful not to touch Dr. Wily or the things he shoots at you.

Mega Man 3



Introduction

TOP SECRET

To: K. Watson, Commander General
From: S. Schwartz, Ministry of Interplanetary Defense
Date: 02 January 2043
Subject: The Third Great Mining War Begins!
Classification: Security Level 9A

Background

Following the Second Great Mining War and Dr. Wily's defeat by Mega Man, Dr. Wily was sentenced to life imprisonment on the farm colony of Agri 4. Three years later, you saw fit to recommend a pardon for him—against my wishes, as you no doubt recall. You said that the Neurotransmitter Therapy which he underwent had completely cured him, and lead the Galactic Council in their vote to restore both his citizenship and his former position in Dr. Wright's lab.

Ever hopeful that his former partner had bounced back from the chemical accident that caused him to go crazy, Dr. Wright gave Dr. Wily an opportunity to work for the forces of good. Together they set out to build a peacekeeping robot—to insure that the problems in the mining world would never be repeated. Last week, as the peacekeeping project neared completion, the robotic work force of the fuel mining worlds rebelled.

Although it has not been proved, I firmly suspect that we are witnessing the fruits of the mercy we showed Dr. Wily. I believe that he has used his superb programming skills to reprogram the Institute's entire fleet of mining robots.

Course of Action

As you know, our own mineral, lumber, and oil resources were exhausted several years ago. Only Mega Man is in a position to

destroy the robots in the mining worlds and recapture the fuel that's needed to assure our continued existence on Earth.

The status of the super robots has been confirmed—they have turned against us. The status of the peacekeeping robot known as Protoman, however, is less certain. Whether he fights for us or for Wily is yet to be determined.

TOP SECRET

To: K. Watson, Commander General
From: J. Morici, Institute for Artificial Intelligence
Date: 05 January 2043
Subject: Rush, the Robot Dog
Classification: Top Secret

Terrain on the mining planets, particularly in the more remote areas, may be more than Mega Man can handle by himself. To assist him, we have created a robot dog named Rush. Rush's only power is referred to as the Rush Coil—in which Rush operates as a spring-board to propel Mega Man over high obstacles. We have also outfitted him with a modified version of Mega Man's Weapon Copy System. This is called the Transportation Copy System, since transportation—not weapons handling—is Rush's main function. Once defeated, any super robot that possesses a useful means of transportation will have that system analyzed and then duplicated by Rush. When requested by Mega Man, Rush can transform himself into a replica of any of the analyzed vehicles. Two of the more useful ones that we believe are available are a submarine for water travel and a jet for sky travel.

Mega Man has also been modified slightly. We have given him the ability to *slide*—enabling him to squeeze through narrow openings that he may encounter. Only a minor retooling of his joints and the substitution of more advanced servo-motors in his legs were required.

By the way, before Dr. Wily left, he was spending an inordinate amount of time with the super robots from the Second Great Mining War. It's possible that he has restored them to full operational capacity, since they seem to be missing from the Institute. Be on the lookout for them.

TOP SECRET

To: K. Watson, Commander General
From: Dr. Wright
Date: 06 January 2043
Subject: Doc Robot
Classification: Security Level 9B

I was reluctant to mention this in my last memo, but I'm afraid my worst fears have been confirmed. Doc Robot has disappeared from the lab!

Although you were previously briefed on the Doc Robot project, the information below is presented for completeness.

Doc Robot

Doc Robot, a new super android creation, has the ability to absorb the powers of other robots. We felt that this would make him extremely useful in the mining colonies, since it would enable him to carry out the functions of any disabled robot—effectively eliminating “down time.” Unfortunately, this capability may well be used against us. With minor reprogramming, he could just as easily absorb the powers and skills of warrior robots! Since the robots from the Second Great Mining War are still missing, it is logical to assume that they are with Doc Robot. Hopefully, the weapons that Mega Man wins from the new crop of robots will also serve him if he encounters Doc Robot.

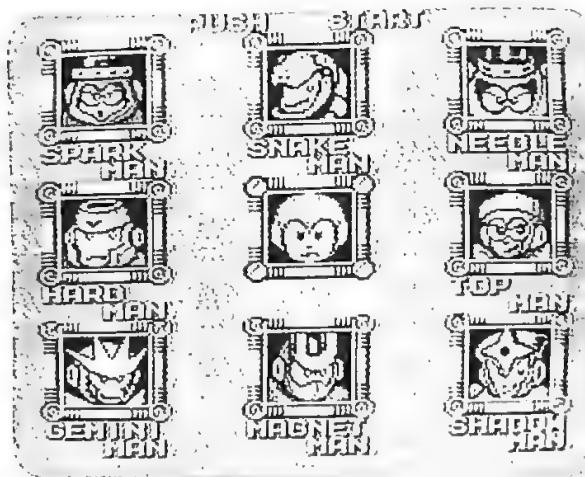
How the Game Is Played

Mega Man 3 is divided into three parts. In the first part, there are eight stages of play, each represented on the Stage Select screen by the picture of one of Mega Man's super robot enemies. As in the previous games, these eight stages can be tackled in whatever order you like. Whenever you complete a stage by conquering the super robot at the end, Mega Man gains the use of that robot's special power.

After finishing the first eight stages, you can begin the second part of the game. In this part, there are four stages to complete. Within each of the stages, you must defeat a pair of robot masters. The final part of the game takes place in Dr. Wily's compound. As in the previous games, this part is divided into a series of stages.

Within each stage, you can exit from a scene in only one direction—up, down, left, or right. Occasionally there is more than one exit in a particular direction. For this reason, you'd do well to explore all the possible routes. (You never know what you'll find!)

You should also note that it's possible to go backward and reenter scenes that you've already passed. This is sometimes a very useful strategy because it may allow you to get to a power-up that you



From the Stage Select screen, you choose which super robot's empire to enter next. Whenever you conquer one, the robot's square turns black. As in *Mega Man 2*, you cannot replay stages that you've beaten.

couldn't otherwise reach. Going back will also make enemies reappear that you've already destroyed or passed onscreen. Since defeated enemies frequently drop power-up capsules and pellets, the tactic of returning to earlier scenes can be useful in restoring Mega Man and his weapons to full power.

Changes Since *Mega Man 2*

If you're familiar with *Mega Man 2*, you'll find that there are only a few changes in how the game is played. They include the following:

- The difficulty levels have been eliminated—all play is at the same level.
- Enemies drop fewer energy and weapon power-ups, so you'll have to be more cautious and spend more time planning your playing strategy.
- Mega Man has a slick new move—a Strider-style slide that he can use to slip under enemies and squeeze through tight spots.
- A new power-up called the surprise box has been added (it can contain any power-up normally found in the game).
- Mega Man has a new friend—a robot dog named Rush—that can change itself into three new special items: a springboard, a submarine, and a jet.

The power-ups available in *Mega Man 2* are here, too, although some of their names have changed (see "Types of Power-Ups," page 80, for more information).

Controlling Mega Man

Mega Man can be moved left or right and can climb up or down when you press the appropriate direction on the control pad. The A button makes him jump. Pressed by itself, it makes him jump straight up. Pressing it in combination with left or right on the control pad makes him jump in that direction. The longer you hold A down, the higher and farther he jumps. The A button is also used to make *Mega Man* slide. If you hold down/right or down/left on the control pad and then press A, *Mega Man* will slide in the chosen direction.

The B button is used to fire *Mega Man*'s Plasma Cannon (P) or to activate a super weapon or special item that he's holding. Pressing A and B together lets *Mega Man* fire his weapon as he jumps.

Pausing the Game

Mega Man 3 has no Pause feature. However, you can press Start to go to the Weapon Select screen, and it'll have the same effect as a Pause; that is, all action will stop until you exit from the screen.

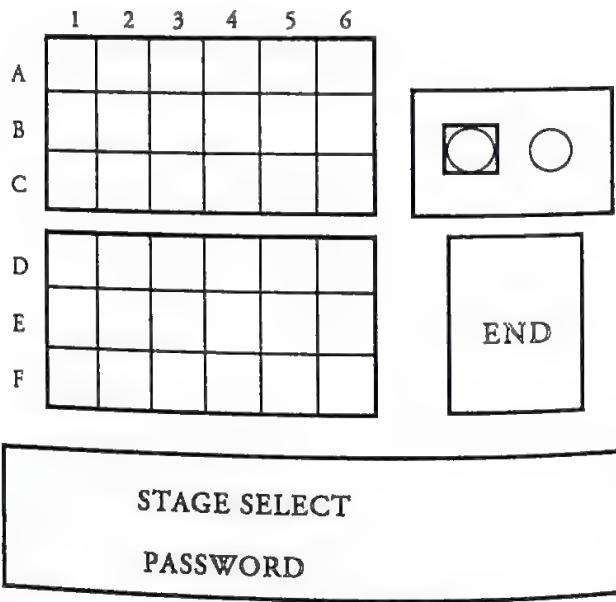
Passwords

Passwords allow you to pick up the game in the stage where you left off. They keep track of the weapons you've won so far and the number of reserve energy tanks you have. Each time you complete a stage, you'll be given a new password. The password system is a little more complex than the one in *Mega Man 2*. Now two colors of dots can appear on the grid—red and blue, so you have to be a bit more careful in recording them.

The password entry screen is shown on the next page. To enter a password, you must first choose a dot color from the panel on the right. Move the cursor onto the dot and press A to select it. This will automatically move the cursor into the password grid. Each time you press A while you're in the grid, you'll place a dot of that color in the cell in which the cursor is located. You can press the A button a

second time to remove the current dot. To switch to the other dot color, press B to leave the grid, and then move the cursor to that dot color and press A to select it. When you finish entering the password, press B again to leave the grid, move the cursor to END, and press A to exit.

A new password is provided in this book at the end of each stage. If you just can't finish a stage, you can use the password to skip past it. In general, though, you'll find that it's more fun and rewarding to complete the stages on your own and use the passwords *you* earn, rather than the ones given here. Note that even if you follow the recommended attack order for the different stages (see "Super Secrets," page 83), the passwords you obtain may differ slightly from the ones presented here. They'll vary depending on the number of remaining energy tanks you have.



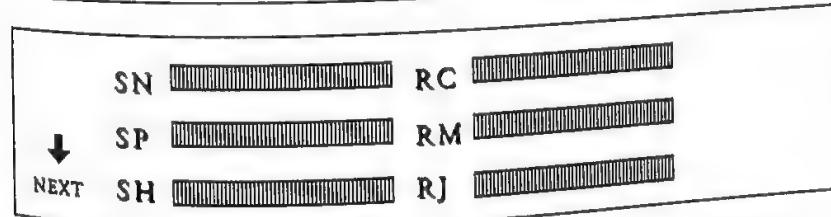
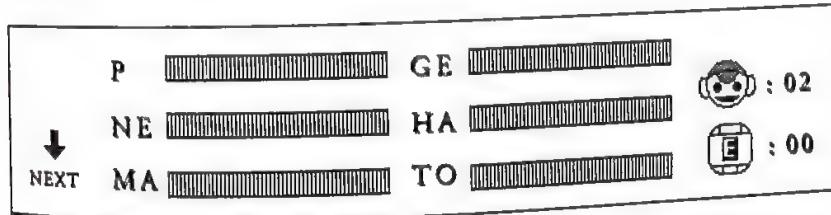
The Password Entry Screen

(Note: Once you enter Dr. Wily's compound, you'll receive the final password. This password will only bring you to the beginning of Dr. Wily's stage. To finish the game, you'll have to make it through all sections of Dr. Wily's stage in one playing session.)

Weapons Handling

The Plasma Cannon. Mega Man is equipped with a pellet-firing gun that has unlimited ammunition. Up to three shots can be fired at one time. Some enemies, however, aren't particularly susceptible to the gun, either because they're too small to be hit (the shots fly over their heads) or their hides are too heavily reinforced. Sometimes Mega Man needs a weapon with a little more punch.

Adding and using new weapons. You add new weapons to Mega Man's arsenal by defeating the super robots at the end of the game's first eight stages. Whenever you finish a stage, the super robot's weapon becomes yours to use whenever you like. All you have to do is go to the Weapon Select screen by pressing Start, select the weapon with the control pad, and press Start again. Although the weapons are most useful when you're fighting other super robots, you'll find that they're also very handy in normal combat.



This is what the two panels of the Weapon Select screen look like after you finish the first eight stages.

The initials in the Weapon Select panels above represent the following weapons and special items: (P) Mega Man's Plasma Cannon, (NE) Needle Cannon, (MA) Magnet Missiles, (GE) Gemini Laser, (HA) Hard Knuckles, (TO) Top Spin, (SN) Search Snake, (SP) Spark Shock, (SH) Shadow Blade, (RC) Rush Coil, (RM) Rush Submarine, and (RJ) Rush Jet. The Mega Man icon shows the number of remaining lives. The tank beneath it shows the number of reserve energy tanks you've collected.

Each weapon has its own power meter that appears both in the Weapon Select screen and on the normal playing screen, alongside Mega Man's meter. When the meter runs out, the weapon simply stops working. Because Mega Man doesn't automatically switch back to the Plasma Cannon, you'll have to keep an eye on the weapon's power meter and quickly go to the Weapon Select screen if it runs out.

Recharging weapons. Whenever you use a special weapon or item, its energy meter decreases. As you play, you'll find many weapon capsules—both by simply finding them and by defeating enemies. Whenever you touch one, only the *current* weapon or item in use is automatically recharged, not *all* weapons. To take advantage of the capsules, use this technique: Just before grabbing a capsule, go to the Weapon Select screen and choose the weapon you wish to recharge. Then resume play and touch the capsule. Finally, to avoid wasting the weapon's energy accidentally, switch back to Mega Man's Plasma Cannon (P).

Fast weapon recharge. Some areas have weak enemies that attack in simple patterns. If any of your weapons or items need to be recharged, stick around until you can collect the necessary weapon capsules. Since there's no time limit, stay as long as necessary. (*Note: All weapons are completely recharged whenever you finish a stage.*)

Types of Power-Ups



Energy Power-ups

You'll find two kinds of power-up containers in the game. *Energy power-ups* increase Mega Man's life energy. Energy power-ups come in two sizes—tiny and large. The tiny glowing ones are energy *pellets*. The large white ones are energy *capsules*. The larger the energy power-up, the more energy it contains. Once Mega Man's power meter is filled, however, additional containers that he captures—by touching them—are ignored.



Energy Tank

There's also a special energy power-up with a capital E on its side called an *energy tank*. Unlike the other two energy power-ups, tanks have no immediate effect on Mega Man's energy level. Instead, they're stored on the Weapon Select screen. When you use one of the

tanks, it immediately restores Mega Man's entire energy meter. Energy tanks are extremely useful when battling tough enemies, such as the super robots. Having one on hand is like having an extra life that you can use whenever you want.

Weapon power-ups increase the energy meter for the currently selected weapon. If Mega Man is holding the Plasma Cannon when he touches a weapon power-up, it has no effect. If he's using one of the super robots' weapons or one of Rush's items, that weapon's or item's power meter gets a boost. Like energy power-ups, weapon power-ups come in large and small sizes, and pack a corresponding amount of energy.



Weapon Power-ups

Both power-up types can be found lying on the ground in the game. The ones you find can only be taken once. If you later return to the stage, the ones you've taken will be gone. (Only Continuing after losing all lives will restore these power-ups.) Some enemies also drop power-ups when they're defeated. Since the particular power-up dropped by an enemy is determined at random, you may find it advantageous to defeat some of the easier enemies over and over again in hopes of recharging your depleted personal or weapon's energy.

If you don't grab them quickly, any power-up items left behind by a defeated enemy will eventually disappear. Be sure to snatch up the ones you need.

More Power-Up and Special Item Information

1 Ups. There are two other types of power-up items available in *Mega Man 3*. A *1 Up* (a Mega Man head) adds an additional life to your remaining supply. You can go to the Weapon Select screen whenever you want to see how many lives you have in reserve. You'll find 1 Ups stashed in hard-to-reach spots in some stages, and defeated enemies will sometimes drop them.



1 Up

Surprise boxes. *Surprise boxes* are only found lying loose in select stages; enemies never drop them. A surprise box always contains one of the previously described power-up items—that is, an energy power-up, a weapon power-up, or a 1 Up.



Surprise Box

Rush, the robot dog. Rush can transform himself into three special items that are extremely helpful. The Rush Coil (RC) lets Mega Man spring high up into the air to reach ledges and ladders or to vault over obstacles. The Rush Submarine (RM) lets you travel through water. While in the submarine, Mega Man still has normal firepower and can make regular jumps, if necessary. The Rush Jet (RJ) is for air travel. While riding on the jet, Mega Man can travel in any direction until he's blocked by a solid obstacle. His Plasma Cannon (P) remains operable.

The Rush Coil power is yours at the start of the game. You'll have to win the other two powers from the super robots.

The Super Robots

When you reach a super robot's lair, a steel door will slam shut, sealing off the room in preparation for battle. To attack the robots, you can use Mega Man's Plasma Cannon or any of the weapons you've captured from the other super robots. (See "Adding and using new weapons," page 79, for instructions on selecting a weapon.) If you defeat the robot, you'll be granted its powers and then return to the Stage Select screen. If Mega Man is destroyed during the battle but still has one or more lives left, you'll be allowed to challenge the super robot again.

Lives and Continues

Mega Man starts the game with three lives. Whenever a life is lost, you must start the stage again. However, if you've made it past the midway point in the stage, you'll get to restart from that spot instead. When you lose all three lives, you can either Continue (replay the current stage from the beginning), choose a different stage, or quit.

Within each stage, there are unlimited Continues. As long as you don't turn off the game, you can Continue from the start of the current stage. Note that Dr. Wily's stage is divided into many smaller parts. Continues from within his stage will take you to the beginning of the part you last attempted.

General Playing Tips

Rapid fire. If you have a controller that offers it, set the B button for rapid fire. It'll save wear and tear on your button-pressing finger and make it simpler to defeat most enemies without getting hurt yourself. (When using any of the special weapons or powers won from the super robots, be careful not to use up all your weapon energy. For some of these weapons, it may be a good idea to turn rapid fire off.)

Instant death. Enemy attacks normally just decrease Mega Man's power meter. There are two things, however, that can kill him instantly: touching a spike or falling off a cliff.

Temporary invincibility. Any time Mega Man is hit, he gains temporary invincibility. As long as he continues to blink, he can't be hurt. You can use this to run past some enemies. Also note that if Mega Man gets hit by an enemy and *then* falls onto the spikes, he'll still have a few seconds to get off them before he forfeits a life.

Where you shoot is important, too. All enemies don't carry power-ups, but if you want to take advantage of the ones that do, be careful to shoot them over something solid. If an enemy is above a ledge or a ladder that goes to the previous scene, any power-up that's dropped will disappear offscreen.

Ladders. Mega Man can fire his gun while climbing. Just turn him in the appropriate direction and press B, as usual. To get down a ladder quickly, press A or Start. Mega Man will fall like he has concrete blocks attached to his feet.

Super Secrets

- The first eight sections of the *Mega Man 3* chapter are presented in the order that Capcom suggests is the easiest for tackling the super robots—Top Man, Shadow Man, Spark Man, Magnet Man, Hard Man, Gemini Man, Needle Man, and Snake Man. As in the first two games, you are not restricted to following this order of play.
- To start the game with a big advantage, enter a blue or red dot in cell A6 as your password. You'll be able to play the game normally, but you'll begin with *nine* energy tanks in reserve.

Top Man Stage



Nut & Bolt

- Nuts & Bolts can only be destroyed after their pieces come together.
- To hit the Frogs, Mega Man must either jump or wait until the Frogs do. (Don't let him wait too long—Frogs multiply like rabbits!)
- If you climb carefully down this ladder and don't let go, you can shoot Spinning Top without taking any chances.



Frog



Spinning Top

- Get a little help from Rush's RC power to reach the energy pellets. If you slide back to the left after getting them, you can pick up the weapon capsule as you leave.

- To advance safely, stand on the first metallic ledge and wait for the Nut & Bolt to materialize. Shoot it and then continue on your way.



Pickle Bulldozer

- Pickle Bulldozers must be shot in the head. When you see the first one, leap back onto the ledge to your left. It's the perfect height for a clear shot. Use the Rush Coil (RC) to hop to the upper level, and grab the 1 Up and the energy capsule.



Met



Bobcat



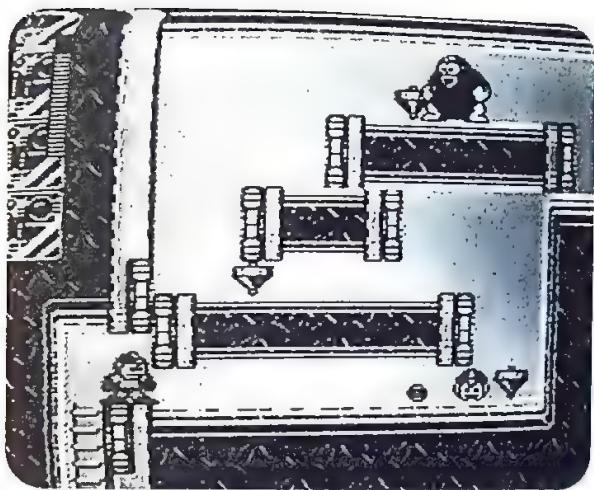
Spinning Top

- As in the first two games, Mets can only be hit when their hats are raised. Blast them with rapid fire and catch them just as they pop open.

- Bobcat's yarn balls and fleas can put a quick end to Mega Man. Hit them with a steady stream of rapid fire and then go for the big kitty. (On the other hand, since Bobcat creates the balls and fleas, the faster you shoot him, the sooner he stops tossing stuff at you.)

- If you've been hurt, shoot Spinning Top's tops to generate some power-ups. There's plenty of room to maneuver at the bottom of the stairs.

- Fire at the Met as it drops down. You don't need special tricks to get from the blocks to the ladder above. Just jump normally. Be careful not to fall, though. The spikes are deadly.



In this Spinning Top scene, you'll probably get hit once or twice. Shoot the tops from a distance and wait until they drop a good power-up before starting your slide. Make the damage worth it.

- Time your jumps from one rotating platform to the next. If the one you're riding goes offscreen, Mega Man will automatically lose a life.
- If Top Man hits you, there's more damage than if his tops smack into you. Ignore the tops and leap over him each time he approaches.
- **Top Man's weapon:** Top Spin (TO). To activate the power, press A to make Mega Man jump; then use B to make him spin like a top.



Top Man

Password						
	1	2	3	4	5	6
A			(R)			
B						
C					(R)	
D						
E						
F						

Red: A3, C5. Blue: none.

Shadow Man Stage



New
Shotman

- Walk off the edge of the first platform instead of jumping and stay toward the middle of the screen as you fall. The New Shotman below won't be able to hurt you.



Frog

- If your timing is off, the Frogs can put a real dent in Mega Man's energy level. Shoot them when they hop.



Pickle
Bulldozer

- The easiest way to defeat Break Man is to get behind him and shoot him in the back. There isn't room for good sportsmanship when the future of the world is at stake!



Break
Man

- If you're short on energy, rest at the bottom of the waterfall and pick off the slow-moving Petaky creatures. (If you move back and forth, they'll drop at you from both sides.)



Petaky

- The Walking Time Bombs can be lethal. Shoot them from a distance, or their explosions will hurt Mega Man.
- More Frogs! If you keep your distance and use rapid fire, they're easy targets.



Walking
Time
Bomb

- The Parachutes would love to knock Mega Man into the lava. Use Top Spin (TO) when they're overhead or the Plasma Cannon when they're at a distance. (Look out for the sneaky Frog at the end.)
- Shoot each Dragonfly after it moves to Mega Man's left.



Dragonfly



Shadow
Man

- Use Top Spin (TO) to eliminate Shadow Man.

- **Shadow Man's weapon:** Shadow Blades (SH). You also obtain Rush's Submarine (RM) for underwater travel. Note that you can control the direction each Shadow Blade is tossed by using the control pad.

Password

	1	2	3	4	5	6
A			(R)			
B						
C					(R)	
D						(R)
E						
F						

Red: A3, C5, D6. Blue: none.

Spark Man Stage



Petaky



Electric
Thumbtack



Electric
Kin



Hammer
Joe

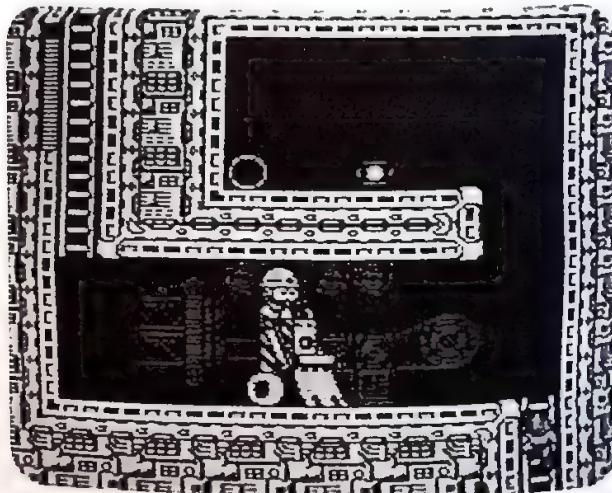
- The lone Petaky won't come down until you move Mega Man under the ladder. Move back quickly when it drops; then blast it.

- Electric Thumbtacks travel in pairs—one above and one below. Hop through when there's a break in the beam. (You can't hurt them with your weapons.)

- The Electric Kins fire eight-way electric shots. You can destroy the first one or two by leaping and firing. Use Shadow Blades (SH) on others you meet or simply dodge their fire.

- To defeat Hammer Joe, stand on the step below him. When he releases his hammer, leap up and spray him with bullets.

- The rising platforms rise *really fast*. It'll take most players a couple of tries to get past them without getting spiked.



Don't rush up the ladder. Wait on top of it until the Pickle Bulldozer has passed by; then climb up and attack it from behind. Use Rush to help you get the energy and weapon capsules.

- If you stroll back and forth, you can use the Petakies as suppliers of power-ups.
- Don't jump over the falling blocks. Use the Plasma Cannon to pulverize them instead. Many of them will leave power-ups behind.
(Note: *Mega Man* can slide past them faster than he can run.)
- Above the rising platforms, the Nuts & Bolts are big distractions. Use Shadow Blades (SH) to keep them out of your way.
- Spark Man can't compete with your deadly Shadow Blades (SH).
- **Spark Man's weapon:** Spark Shock (SP). The Spark Shock fires horizontally. (It can also be used to freeze some of the smaller enemies.)



Petaky



Nut & Bolt



Spark Man

		Password					
		1	2	3	4	5	6
A				(R)			
B							
C						(R)	
D							
E							
F					(B)		

Red: A3, C5. Blue: F4.

Magnet Man Stage

- Don't sweat the Magnetic Flies. The ones overhead can't hurt you (unless they pull you off a cliff), and you can shoot the lower ones with the Plasma Cannon.



Magnetic Fly

- Slide under Break Man when he leaps, and shoot him from behind. (With the amount of damage he does, it's hard to believe he's just there to *train* you, isn't it?)



Break Man

- The Giant Spring is a double threat to Mega Man's safety. Destroy it quickly. Then turn and shoot the guided missile. (If you touch the Giant Spring, you'll learn how it got its name!)



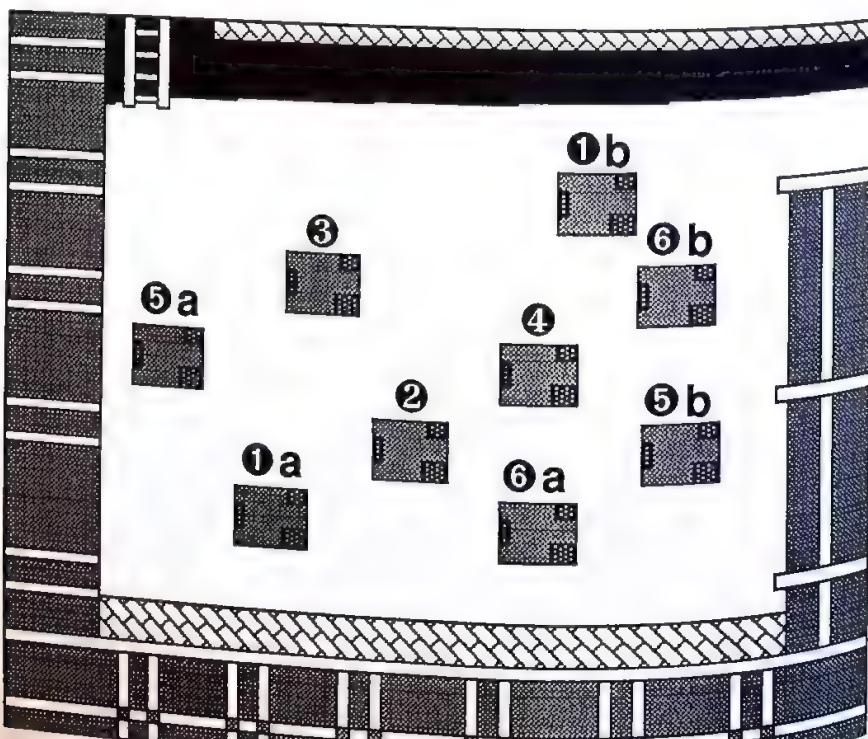
Giant Spring

- After getting past the Petaky scenes, go slowly down the next ladder to grab several energy pellets.



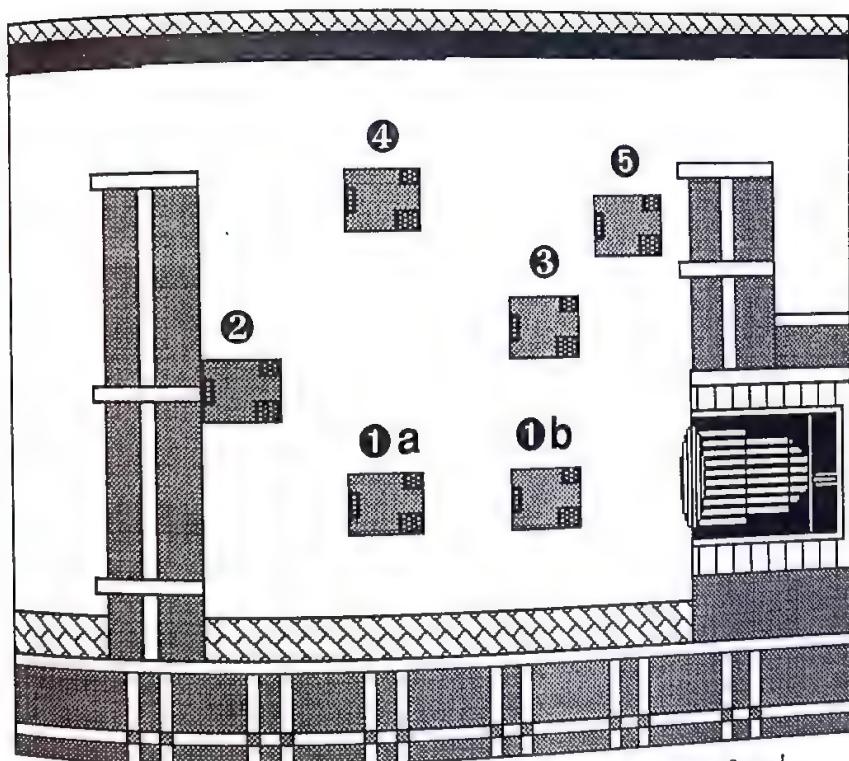
Petaky

Magnet Man — First Block Hop



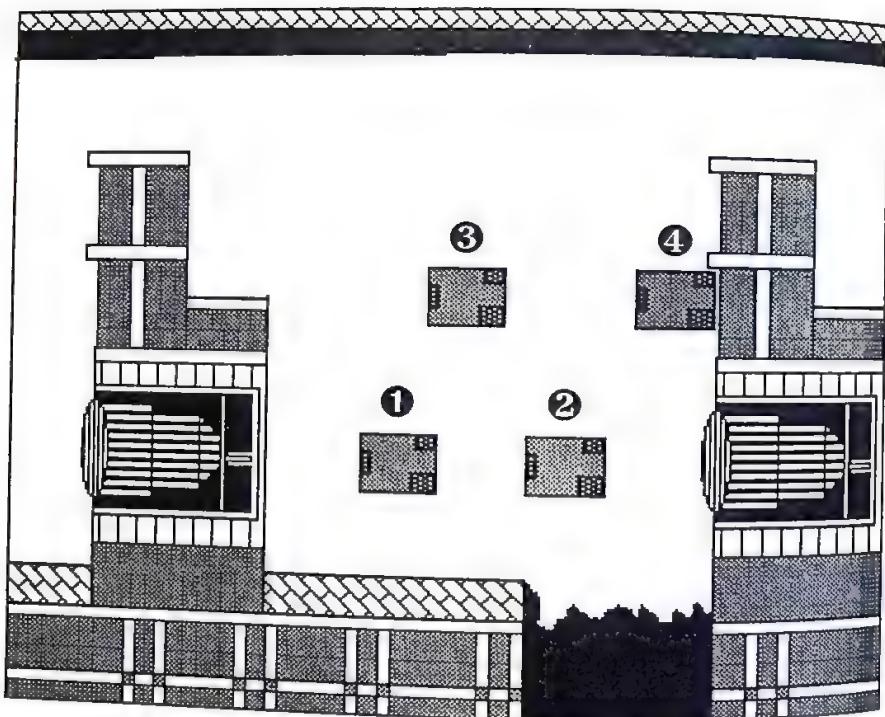
You can't get hurt here, but you *can* get frustrated. Hop the blocks in this order: 1a, 2, 4, 5b, and 6b.

Magnet Man — Second Block Hop



To avoid the pull from the giant magnet on the right, take 1a, 3, and 5. (If you jump *really* high, you may be able to skip block 5 and go straight to the top.)

Magnet Man — Third Block Hop



Skip block 2 in this jumping sequence. Use blocks 1, 3, and 4 instead.

- In the fourth block hop, there are only four blocks. Take them in order. Prepare for a magnetic pull to the left when you reach the second block.
- Eliminate the New Shotman with a diagonal toss of your Shadow Blade (SH). If you go down to the previous scene to collect the power-ups, be prepared to battle New Shotman again.
- You'll make short work of Magnet Man if you use Spark Man's power (SP).
- **Magnet Man's weapon:** Magnet Missiles (MA). They attach to your enemies and make them dissolve.



New
Shotman



Magnet
Man

Password

	1	2	3	4	5	6
A			(R)			
B						
C					(R)	
D						
E						
F				(B)	(R)	

Red: A3, C5, F5. Blue: F4.

Hard Man Stage



- Use Shadow Blades (SH) to destroy each Big Bee before it drops its hive. If you miss, the Little Bees will chase you relentlessly.



Little Bee

- The Wanans's steel jaws are very destructive. Since you can't shoot them and you don't have the Jet Sled yet, it's best to just move past them as fast as you can. (*Note: Sliding is quicker than running.*)



Wanana

- You'll need a boost from Rush to reach Hammer Joe. Be sure to time your bounce so it doesn't coincide with Hammer Joe's hammer toss.



Hammer
Joe

- Angle is everything when attacking the Monkey Kings. To pick off the first one, use the Plasma Cannon from the rock stairway. Tossing Shadow Blades (SH) on a diagonal will destroy the second one.



Monkey
King



Pickle
Bulldozer

Unless you desperately need this energy capsule, you'll discover that it's safer to climb past Hammer Joe than it is to confront him.

- The Pickle Bulldozer's weak spot is still its head. If you wait a second or two, you can assault the first one from behind.

- Next, the path splits into two branches. The upper path leads to an energy tank, and the lower one will take you to three energy pellets. (If you like, you can backtrack and explore *both* routes.)
- If the Wanans and the Big Bee do too much damage, you may want to use that energy tank you recently found before you challenge Break Man.
- Jump to dodge Hard Man's weapons and then hit him as fast as you can with Magnet Missiles (MA).
- **Hard Man's weapon:** Hard Knuckle (HA), a slow-moving fist that Mega Man can use to punch out the lights of his enemies. (*Note: Also use it to get through some impenetrable walls.*)



Wanana



Big Bee



Hard Man

Password

	1	2	3	4	5	6
A			(R)			
B						
C				(R)	(R)	
D						
E						
F				(B)	(R)	

Red: A3, C4, C5, F5. Blue: F4.

Gemini Man Stage



This stage is loaded with fish eggs, and they hatch into electrified Tadpoles when they're hit. Half the fun is zapping them to see what kind of power-ups will be left behind.

Tadpole



- The flame-dropping Nitrons and the Bomber Penguins make a nasty team. Magnet Missiles (MA) and Shadow Blades (SH) work well against them.

Nitron



- Set button B for rapid fire and use the Plasma Cannon to blast the fish eggs and Tadpoles. You'll have to shoot some of the eggs from the next screen if you want to get at the surprise box.

Bomber Penguin

If the power of your weapons hasn't been completely restored, climb back down the ladder. All the fish eggs will have been returned, and you can shoot them again for more power-ups.



- After clearing away the fish eggs beneath the ladder, shoot the rest of them from the ladder as Mega Man climbs.

Dragonfly



- You'll need to use Rush again to hop onto the fish-egg ledge.

- Wait for the Dragonflies to flit behind you before firing.

Penguin Maker



- The Penguin Maker's soft spot is the prop on top of its head. Spray it with the Plasma Cannon while hopping over the Little Ducks.

- Finally, here's a water sequence where you can use the Rush's Submarine (RM). If it runs out of energy, you can use Rush as a Rush Coil (RC) to reach the upper blocks. (Remember that even when you're in the Submarine, you can still shoot and jump. Too many hits from Torpedo Fish, and Mega Man is history!)



Torpedo Fish

- If you take the blocks instead of going through the water, use the Shadow Blades (SH) as your weapon. Look out for Frogs at the top of the ladder.
- Biggy can only be hurt when its eyes are open (when it's jumping). The only safe way to attack it is through this wall.
- Gemini Man has a split personality. You'll have to defeat both halves of him to finish the stage. (An extra energy tank is handy here.)
- **Gemini Man's weapon:** Gemini Laser (GE). Although only a single shot can be onscreen at one time, it bounces off solid objects and often strikes enemies on the rebound.



Frog



Biggy



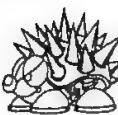
Gemini
Man

Password

	1	2	3	4	5	6
A			(R)			
B					(B)	
C					(R)	
D						
E						
F				(B)	(R)	

Red: A3, C5, F5. Blue: B5, F4.

Needle Man Stage



Needle Harry

- When he's on a roll, Needle Harry is invincible. If you can't destroy him when he's holding still, wait until he balls up; then hop over him.



Battery

- Take the lowest of the three ledges if you need to recharge a weapon.



Met

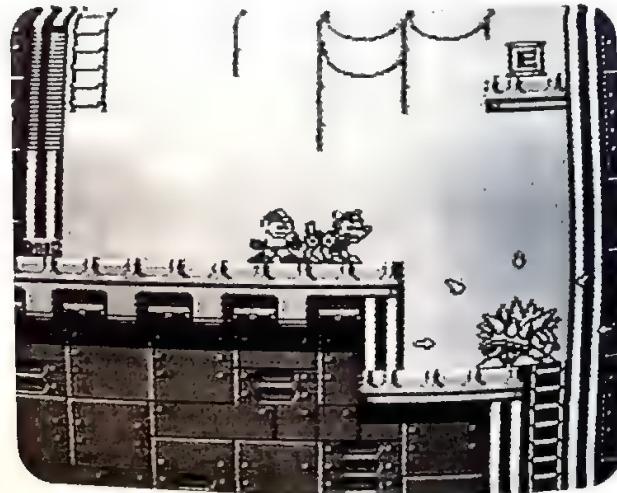
- Don't let a Battery's cannonball drop on your head. Shoot the Batteries from a distance, if you can.



Needle Press

- Because of their positions, the Mets are hard to avoid. Plan on taking a hit from each one and keep a close watch on your energy level.

- If you don't want a hole punched in Mega Man, start your slide when the Needle Press is all the way down. To avoid the second one, you'll have to do a triple slide. Slide toward it, reverse direction, and reverse again. Slide past the set of three, too.



After climbing past the Needle Harry, use Rush to reach the energy tank.

- Shoot the Hammer Joes in their ankles while hanging onto the ladders.
- When it leaps, spray the Biggy with shots from the Plasma Cannon or use a Hard Knuckle (HA). Don't miss—you may not get a second chance.
- Bombard Needle Man with the Gemini Laser (GE) to finish off this stage.
- **Needle Man's weapon:** Needle Cannon (NE). Use it to spray lethal quills at your enemies. You'll also get the Rush Jet (RJ).



Hammer Joe



Biggy



Needle Man

Password

	1	2	3	4	5	6
A			(R)			
B					(B)	
C						
D			(B)			
E						(R)
F				(B)		

Red: A3, E6. Blue: B5, D3, F4.

Snake Man Stage



Dada

- The Dadas are pests, but they're relatively harmless. Shoot them with the Plasma Cannon.



Little Snake

- The Magnet Missile (MA) is a good choice to help you dispatch the Little Snakes.
- Leap high to put Mega Man on the same level as the Big Snake; then punch it with a couple of Hard Knuckles (HA).



Big Snake

- If they're at the same height you are, you can easily destroy the Potons with the Plasma Cannon. If they're flying high, beware of the bombs they drop.



Poton

- Slowly approach each Bubu Kan. Wait until it vaults off its crutch; then turn to the left and fire.



Bubu Kan

- There are two ladders above the Hammer Joe. Climb them both, but first climb the one on the right.
- Shoot the Germ before switching to the left ladder.



Hammer Joe



Germ

- The Bomb Fliers can make the series of upcoming block hops a little tricky. You'll have to shoot them more than once to make them go away.
- Approach Snake Man with the Needle Cannon (NE) in hand.
- **Snake Man's weapon:** Search Snake (SN). Sort of a "search and destroy" reptile pack. When tossed, the Search Snakes travel a short distance through the air and then slither along the ground.



Bomb Flier



Snake Man

Password

1 2 3 4 5 6

A			B		
B					B
C					R

D			B		
E					
F				B	

Red: C5. Blue: A3, B5, D3, F4.

Gemini Man Revisited



Doc Robot

In the *Mega Man* games, old enemies pop up like bad pennies. Before you find Dr. Wily, you'll have to vanquish the super robots from *Mega Man 2*. Dr. Wily's Doc Robot borrows their powers to challenge Mega Man. A pair of the robots appears in each of the next four stages, and the game shifts into high gear. (If you thought the first eight stages were tough, you haven't even *begun* to sweat!)

Although you can play these stages in any order, I suggest you start with the Gemini stage. The super robots are a little easier to beat. (*Note: If you have an extra energy tank, you'll find that it will be extremely helpful in the remaining stages.*)



Nitron

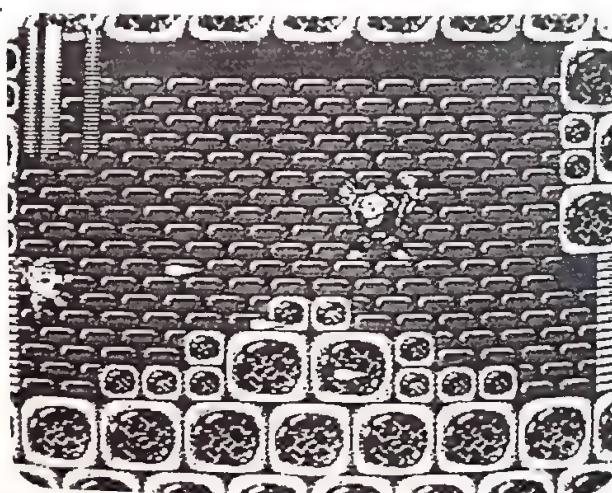


Germ



Poton

- Magnet Missiles (MA) and Shadow Blades (SH) will serve you well in the conflicts with the Nitrons and Germs.
- Bear right when dropping down from the surface to get a crack at a big surprise box.
- Use the plentiful supply of fish eggs to restore your personal and weapon's energy. The Potons are your only real threat. To avoid them, you should move whenever they stop. (They halt when they're about to drop their explosive heads.)



When you aren't frozen solid by Quick Man's power, spray him with the Needle Cannon (NE).

- To get through the underwater sequence, you can use the Rush Submarine (RM) or fly over it with the Rush Jet (RJ). The latter approach is safer and avoids the explosive Torpedo Fish.
- The Germs are seldom deadly (unless they knock Mega Man onto the spikes). Use the Plasma Cannon to keep them at bay.
- The ceiling of Bubble Man's lair is lined with spikes. Since Mega Man is more buoyant in water than he usually is, try to keep his feet on the floor as much as possible. Use Shadow Blades (SH) to deal with Bubble Man.



Torpedo Fish



Germ



Bubble Man

Password

1 2 3 4 5 6

A			(B)		
B				(B)	(R)
C					

D			(B)		
E					(R)
F				(B)	

Red: B6, E6. Blue: A3, B5, D3, F4.

Spark Man Revisited



Germ

- Toss a single Shuriken (SH) straight up to obliterate the Germ on the ladder.



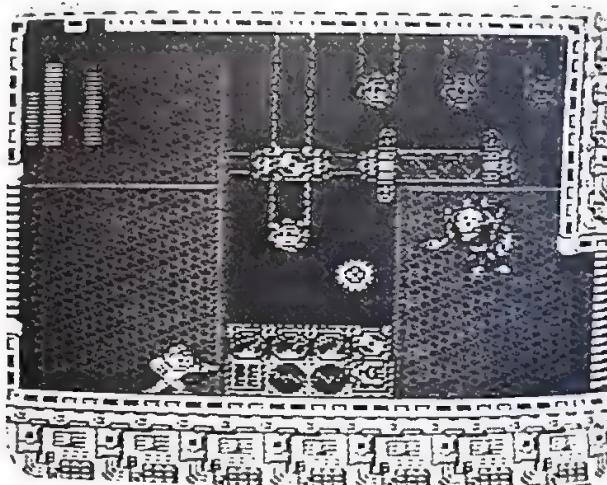
Electric Kin

- A volley from the Plasma Cannon will eliminate each Electric Kin. Watch your footing on the rollers to avoid falling onto the spikes below.

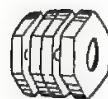


Giant Spring

- Next, you'll enter a room with three rollers that's high over a bed of spikes. Take your time if you decide to hop across. The middle roller rolls forward and can easily catch you off guard, tossing Mega Man's little body onto the spikes. If you prefer, you can use the Rush Jet to whip right over them.
- Shoot the Giant Springs from afar and then concentrate on their homing bombs.



Use Magnet Missiles (MA) to rapidly destroy Quick Man.



Nut & Bolt



Electric Thumbtack

- Dispatch the Nuts & Bolts before attempting to hop through the sets of Electric Thumbtacks.

- Keep bearing left during the vertical drop and Mega Man will miss the spike-lined wall.
- When the blocks begin to fall, only the first set can be used as a power-up source. Because each of the other two is followed by a deep shaft, you'll have to hop for your life instead.

To make it past the blocks, wait for the first one to drop, leap onto it, and then immediately jump to the next ledge. Easy, huh?

- Quick Man is the toughest customer you've met so far. The Gemini Laser (GE) is the most effective weapon, but you'll lose precious time if you don't hit it squarely. Unless you're quick and accurate, you'll probably need an extra energy tank to get past this character. You can also try Shadow Blades (SH). Although they don't do as much damage, you can fire them in more directions and hit your targets more often.



Quick
Man

Password

	1	2	3	4	5	6
A	(R)		(B)			
B					(B)	(R)
C					(R)	
D			(B)			
E						
F				(B)		

Red: A1, B6, C5. Blue: A3, B5, D3, F4.

Needle Man Revisited



Needle Harry

- If you charge forward with your blazing Plasma Cannon, you can usually eliminate each Needle Harry without getting hurt. You can also fire off a couple of shots, hop over each one when it turns into a ball, and then turn to your left and finish it off.

There's one last Needle Harry that guards Air Man's hideout. Shoot him and his quills with your normal gun to power up your weapon's and personal energy. (Go back down the ladder, and he'll return each time you climb up again.)



Air Man

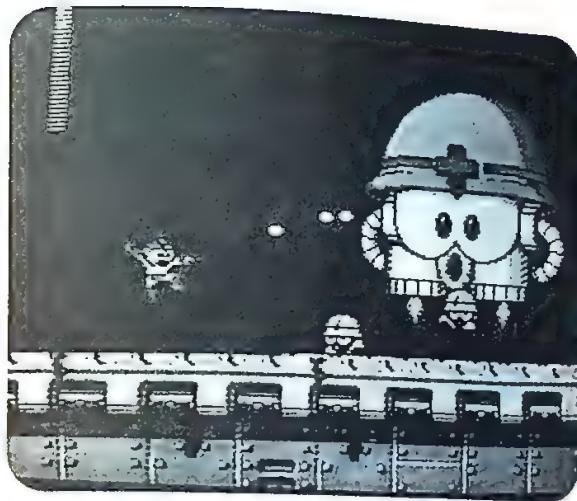


Dragonfly



Parachute

- Use Spark Man's (SP) power against Air Man. Since you can't shoot through Air Man's miniature tornadoes, you'll have to slide under or hop over them to get a clear shot.
- Without your Rush Jet (RJ), it's impossible to make it through the next section. If the Jet is short on power, use the weapon capsule at the start of this section to recharge it. Use the Dragonfly and Parachute for additional energy, if needed. (*Note: You'll only get one or two decent chances to complete this section. In later attempts, the weapon capsules you've already claimed will be gone.*)



Mets, Mets, and more Mets. They're in the air, on the ground, and rising up from the earth. The Giant Met's weak spot is the cross on its helmet.

- Leap and slide to avoid Crash Man's bombs, and hit him with four sets of Hard Knuckles (HA) to end this stage.



Crash
Man

Password

1 2 3 4 5 6

A	(R)		(B)		
B		(B)			(B)
C					(R)

D			(B)		
E					
F				(B)	

Red: A1, C5. Blue: A3, B2, B5, D3, F4.

Shadow Man Revisited

Without a spare energy tank, this stage is extremely hard to finish. To "borrow" one, in the previous password place a red dot in cell E6 and remove the dot from cell C5.



- As usual, the plentiful Petakies can be used as sources of energy. Attack the first one with a Shadow Blade (SH).

Petaky



- The slow-moving Biggy, although dangerous, is easy to avoid. Wait until it hops and then slide under it.
- Move slowly to the right in the first dark zone. If you move too quickly, you're liable to drop Mega Man off a ledge.



Hologram

- If you stay longer than a second, the platforms won't hold your weight. Use the Rush Jet (RJ) to fly safely across this area, while shooting the Holograms and Walking Time Bombs that get in your way.



Walking
Time
Bomb

- If you steer clear of his Leaf Shield, Wood Man won't be able to withstand a Needle Cannon (NE) assault.



Wood Man

- You can be more direct with the Hammer Joes this time around. Try a Gemini Laser (GE), but be ready to duck their hammer tosses.
- Frogs and Parachutes block your way past the lava flows. The Plasma Cannon should be sufficient, but be sure to destroy the Frogs when they leap.
- The Giant Spring and his bomb buddy are too high for you to defeat with the Plasma Cannon. Use Shadow Blades (SH) instead.

Chances are excellent that you're running low on energy. If you don't have an extra energy tank but do have an extra life or two, let Heat Man destroy you. You'll start over again from this same spot.

- Demolishing Heat Man takes a special series of moves. Each time he flashes toward you, jump over him and slide. Then turn and fire. The Needle Cannon (NE) will do a pretty good job.



Hammer Joe



Frog



Parachute



Giant Spring



Heat Man

Password

	1	2	3	4	5	6
A	(B)		(B)			
B		(B)			(B)	
C						(R)
D			(B)			
E	(R)					
F				(B)		

Red: C5, E1. Blue: A1, A3, B2, B5, D3, F4.

Dr. Wily Stage

We're finally closing in on Dr. Wily. As in the other games, Dr. Wily's stage is divided into several parts. Consider Part 1 to be a power-up sequence. You'll have many opportunities to pick up energy tanks and 1 Ups. Don't skip any of them!

(Note: There are no more passwords. To beat the game, you'll have to complete all parts of this stage in a single playing session. After losing all Mega Man's lives, be certain to choose Continue rather than Stage Select. Continue will restart the game at the beginning of the last part you played. Stage Select will start you over at the beginning of Dr. Wily's stage!)

Power-ups that you find lying around can only be taken once. One strategy is to leave a few of them alone—in case you have to repeat part of the stage.

Part 1

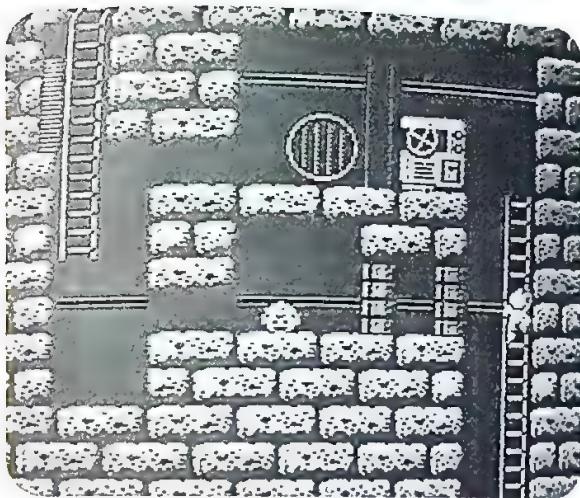
- Use Rush to reach the 1 Up. Like energy tanks, you can never have too many.
- Because of their superb directional capabilities, use Shadow Blades (SH) to get rid of the Spinning Tops.
- Ride Rush to snatch the energy tank. Now you're really prepared for the challenge that lies ahead!
- To get through the underwater sequence, you can use the Rush Submarine (RM) or just tackle it on foot. Hit the Little Ducks before they close in on you.



Spinning Top



Little Duck



One of Mega Man's super weapons can slam through the walls that guard this 1 Up. Can you figure out which one?

- After defeating the first Hammer Joe, head for the ledges. The first jump and the slides after it seem dangerous, but they aren't.
- The last Hammer Joe on this level is way up high. To eliminate him, bounce a couple of Gemini Lasers (GE) off the left ledge.
- Although there are two energy capsules you can net in the block hop, it may be smarter to just skip them and ride out on the Rush Jet (RJ).
- Use the Plasma Cannon to defeat the aquatic turtles. Don't worry about the machine that's launching them. When you eliminate five turtles, you're home free!



Hammer
Joe

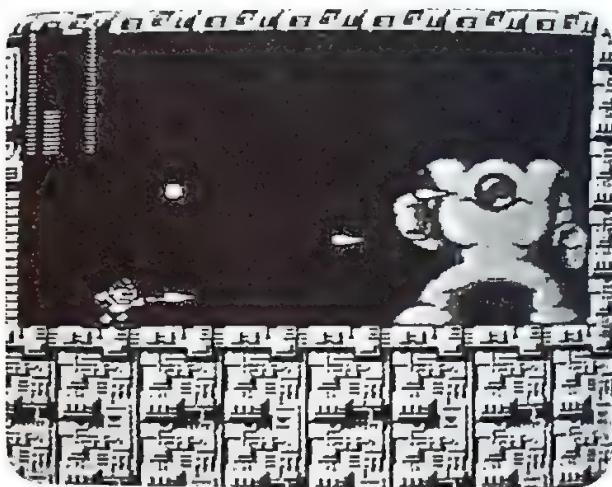
Part 2

A word of caution: In this part, even the extra lives and energy tanks you've collected won't save you if you let the Rush Jet run out of juice. Don't pick up all the weapon capsules the first time through. Leave the ones you don't need—they'll come in handy for future trips.

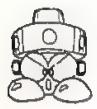
- The level begins by offering you weapon capsules and a 1 Up. A little strategic hopping and sliding will get them all.
- Slide through the cavern past the Wanans' jaws, and then take a ride on the Rush Jet (RJ). (If you don't linger, you can hop from one Wanans' home to the next, but the Rush Jet is the preferred mode of travel.)



Wanan



Cyclops is back! The key to dodging its moving parts is to watch the bottom two rows—they contain the only pieces that can hit you. Jump over the lowest ones and slide under or leap over the second row. The Needle Cannon (NE) is particularly effective here.



New

Shotman



Walking

Time

Bomb



Biggy

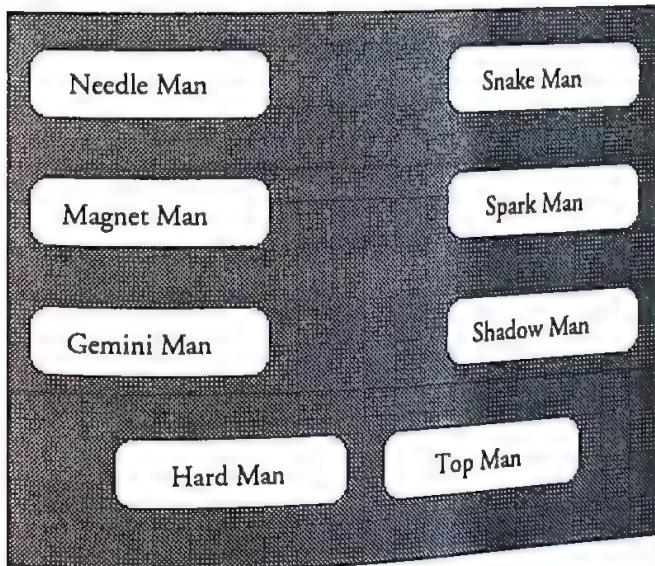
Part 3

- Since New Shotman is above you, obliterate him with Shadow Blades (SH) tossed straight up. (When he's to the side of you, note that he fires in groups of three shots and then pauses.)
- Use Shadow Blades (SH) again to defend Mega Man from the Walking Time Bombs.
- The Biggies don't appear to be fooled by your attempts to slide under them anymore, so try hitting them in the face with Hard Knuckles (HA).

- You can approach the two sets of moving ledges in either of two ways. The obvious one is to make the required hops to reach the ladders above. On the other hand, if you're feeling lazy, try riding the Rush Jet (RJ) to the top. It's the only way to fly.
- Here are three Mega Men—but only one is real. Ferret him out with Magnet Missiles (MA), and then switch to the Plasma Cannon.

Part 4

- Destroy the rock-tossing monsters while taking as few hits as possible. Shadow Blades (SH) help. You'll need all of your energy for the upcoming battles.



Here's the lineup for the final super robot wars: Counterclockwise from the top left, the recommended weapons are the Gemini Laser, Sparks, Snakes, Magnets, Hard Knuckles, Top Man's power, Shadow Blades, and the Needle Cannon.

- When defeated, some of the super robots will reward you with an energy capsule, and some won't. Find out which ones do so you can plan ahead. (*Note: At the end of a battle, make sure you aren't standing on the teleportation chute. If you are, Mega Man may be whisked away before he has a chance to pick up the energy capsule.*)

Part 5



Dr. Wily

Mega Man confronts Dr. Wily in the next two scenes. If you've made it this far, you can finish the game on your own. Here's a hint: In each of the scenes, you must use *a pair of weapons* to extract Dr. Wily from his robotic vehicle.

Mega Man
in
Dr. Wily's
Revenge

Introduction

TOP SECRET

To: K. Watson, President of Earth
From: S. Schwartz, Director of the Galactic Council
Date: 26 July 2052
Subject: A New Uprising in Monsteropolis
Classification: Security Level 5G

Well, my friend, the intervening years have been good to us. After our victories in the Great Mining Wars, it seemed only obvious that we should run for public office. And now look at us—two of the most powerful elected officials in this part of the galaxy! Well, enough back patting. On to the matter at hand...

It's been a long time, but it appears that Dr. Wily is back in business. (That man is becoming a *real nuisance*. Perhaps we should have considered options other than banishment after the last war.) Nevertheless, it seems that he has broken into the Industrial Museum, made off with the super robots from the First and Second Great Mining Wars, and reactivated them. I suppose we should be glad that in his old age he seems incapable of creating new robots. At least we *think* he can't build new robots.

Each robot has been assigned to a different populated area of Monsteropolis—a shopping center, an amusement park, buildings, and a factory. It's unclear what he has done with the remaining robots, or whether they represent a threat at all. If we are to avoid mass hysteria among the population, Mega Man must be sent in immediately! I trust that you will see to this matter.

How the Game Is Played

In the first half of the game, Mega Man must find and defeat the four robots that are terrorizing the town. Each robot has taken over a different area (shopping center, amusement park, buildings, and factory). As in the Nintendo Entertainment System games, you can attack the four areas in any order you like. And whenever a super robot is beaten, Mega Man acquires its weapons and powers. If you destroy all four robots, you'll obtain four sets of weapons and a Transporter—a kind of vehicle found in *Mega Man 2*.

In the second half of the game, Mega Man must sneak into Dr. Wily's secret lab, located under the industrial museum. (Dr. Wily was once the director of the museum, so he was easily able to build a special laboratory beneath it which went undetected.) Within the lab, Mega Man must face four of the super robots from *Mega Man 2*. A teleportation system allows Mega Man to confront the robots in any order that the player chooses. Each time a robot is defeated, one of the weapons that Mega Man obtained in the first half of the game is improved.

After all four robots have been beaten, another Dr. Wily teleporter will appear, allowing Mega Man to be whisked off to do battle with Mega Man Hunter, a super warrior robot built by Dr. Wily after he carefully studied the capabilities of Dr. Light's other robotic creations. Mega Man Hunter is equipped with Mirror Busters, a defensive system that reflects all of Mega Man's weapons.

After conquering Mega Man Hunter, Mega Man's Transporter is changed into a Mirror Buster. Mega Man then learns that Dr. Wily intends to escape into outer space. The remainder of the game takes place high above the earth in Dr. Wily's orbiting space station.

Like the more recent Nintendo versions, *Mega Man In Dr. Wily's Revenge* also has a password feature. With it, you can pick up a game in progress without having to restart from the beginning.

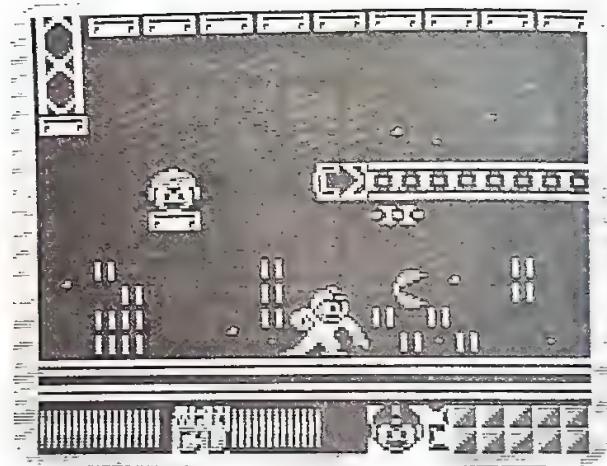
General Playing Tips

Although the game I saw was a preliminary one, you may find the following playing tips and strategies helpful.

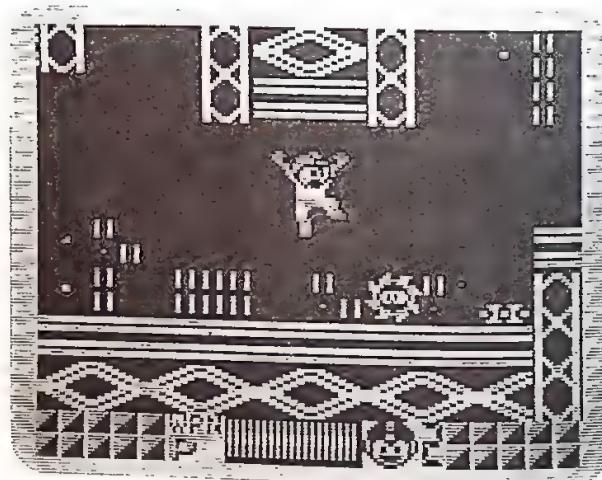
- Pick up power-ups before they disappear. If it's a weapon capsule, be sure to switch to the weapon you wish to recharge before you touch the capsule.
- When you have trouble defeating an enemy or a super robot, look at the tips presented in this book for *Mega Man* and *Mega Man 2*. Since most of the enemies are the same, attack strategies that worked before will probably work here, too.
- If you're able to get to the end of a stage but can't beat the super robot, it's usually because you don't have the best weapon for the job. Go back and tackle a different stage and then, equipped with your new weapon, try the former stage again.
- The object of each stage is to defeat the super robot at the end. The enemies that block your path don't have to be destroyed if you can get past them safely. Running away is good, too.
- Like the NES games, *Mega Man In Dr. Wily's Revenge* allows you to move backward through a stage, if you like. Use this to go back and grab missed power-ups and extra lives and to battle easy enemies in order to recharge Mega Man's weapons and personal energy supply.

Sneak Preview

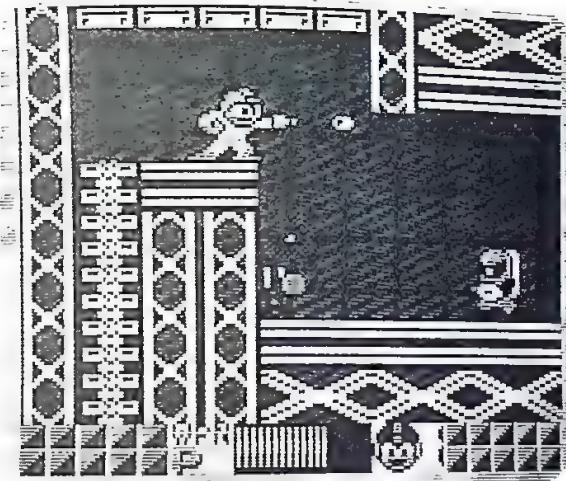
Of course, reading about a game isn't really enough, is it? To get a feel for how superbly crafted it is, check out the screen shots that follow. In all ways—graphic detail, animation, music, and play control—*Mega Man In Dr. Wily's Revenge* is on equal footing with the NES games. Playing it is just like playing any of the NES games, only on a smaller scale!



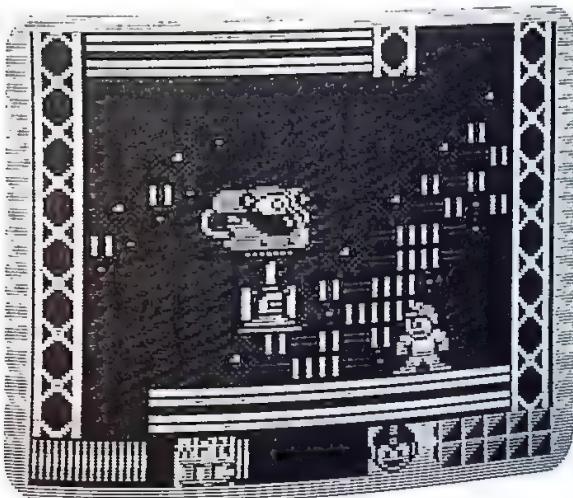
Screw Bombers always pop up from the floor or drop down from the ceiling before they start firing. If you shoot fast, you can pick them off as they rise or fall. (To reach this 1 Up, you'll have to backtrack along the ledge above.)



Sawblade is a new character, much like Needle Harry in *Mega Man 3*. Although it's possible to destroy him with the normal gun, the Bubble Lead works better.



Sniper Joe is only vulnerable when his shield is out of the way.
Timing is everything here.



Big Eye is still one of the nastiest robots Mega Man has to deal with.
If your current weapons don't have the desired impact, run under or
leap over him as soon as you can.

An Interview with Mega Man

Although Mega Man can't speak, he does have a handy communications port built into his left end effector. We hooked a video terminal to the port and it allowed the author to "talk" directly to Mega Man's Central Processing Unit (CPU).

Schwartz: Now that the Great Mining Wars are over—at least for the time being, we're grateful that you've taken time out from your vacation to talk to us. What exactly does a robot *do* on vacation?

Mega Man: *We do just what humans do—sit by the pool and sip WD-40 coolers. Actually, it's summer now. I suppose I should be drinking a lighter-weight oil. Could you hand me that Turtle Wax, please? I don't want to burn.*

Schwartz: That answer is hardly what we'd expect to hear from a robot.

Mega Man: *Dr. Wright recently developed a chip that gave me a human-like personality. I guess being a super warrior wasn't enough. He wanted me to be lovable, too. Now I have the emotional presence and maturity of an adult male. So you'd better think twice about cutting me off on the Interstellar Freeway. (Just kidding.)*

Schwartz: Now that Capcom's simulations of your great battles have made you so popular, our readers have many questions about you. First, are you a man, a machine, or both?

Mega Man: *Actually, I'm 100-percent robot—all machine. Technically, because I was designed to look like a human, I could be considered an android.*

Schwartz: Before the First Great Mining War, how did you escape Dr. Wily's reprogramming?

Mega Man: *I hid in a broom closet. No, it was really just an accident. Dr. Wright had taken me to a remote lab for a quick tune-up and an oil change, so I wasn't around when Dr. Wily was doing his dastardly work.*

Schwartz: Where do you live when you aren't wandering around the galaxy making things safe for democracy?

Mega Man: *Dr. Wright constructed a special pedestal for me in his lab. When I stand on it, pop-open panels on the bottoms of my foot pads automatically slide back. I'm fed a constant stream of energy through these panels—enough to keep me in a constant state of readiness should I be called into battle. That's what I do instead of sleeping. During the day, I use the lab's advanced monitoring equipment to keep an eye on the mining planets.*

Schwartz: Where's Rush? Why don't I see him around?

Mega Man: *Hey, robot dogs need a break, too. He's probably chasing the mail truck again. He caught it last week. We had to bring in some heavy-duty excavating equipment to dig it up. You should have seen the mess. There were Publishers' Clearinghouse envelopes everywhere!*

There's something you should know about Rush. When Dr. Wright designed him, he made the mistake of patterning Rush's brain waves after those of a Malamute puppy. Rush is playful and loyal, but not as bright as we'd like him to be. I guess I should be grateful that he's willing to transform on com-

mand. When I ask for the Rush Jet, he could run off and tear up some newspapers instead.

Schwartz: While *The Official Guide to Mega Man* was being written, you had the opportunity to see rough drafts of the manuscript. What did you think of it?

Mega Man: *In all, I think it was quite a flattering portrait of me. Is that too immodest for me to say? Until Dr. Wright added the personality chip, modesty or the lack of it wasn't an issue.*

Schwartz: Any closing thoughts for our readers?

Mega Man: *Yes, whether they're trying to save the mining Planets in Mega Man, Mega Man 2, Mega Man 3, or Mega Man in Dr. Wily's Revenge, practice helps. Even a super robot like me didn't make it through every battle the first time. If they practice hard and pay attention to the tips in Dr. Schwartz's book, anyone should be able to master the Mega Man simulations.*

Also, don't be surprised if this isn't the end of Dr. Wily. No matter how often I put him in his place, he has a nasty habit of coming back for more. Watch the magazines and your local toy stores for news concerning the next chapter in this continuing saga.

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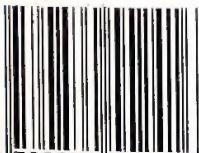
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